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ZZAP! Reader Mark Neesam

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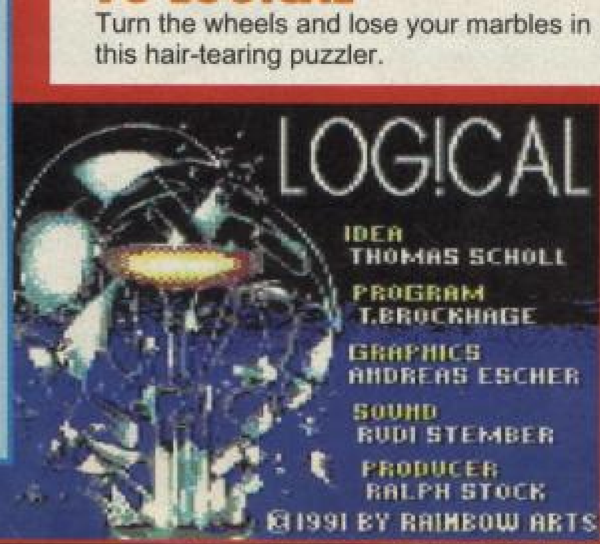
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REVIEWS





STUFF!

NEWS AND PREVIEWS AND LOTS

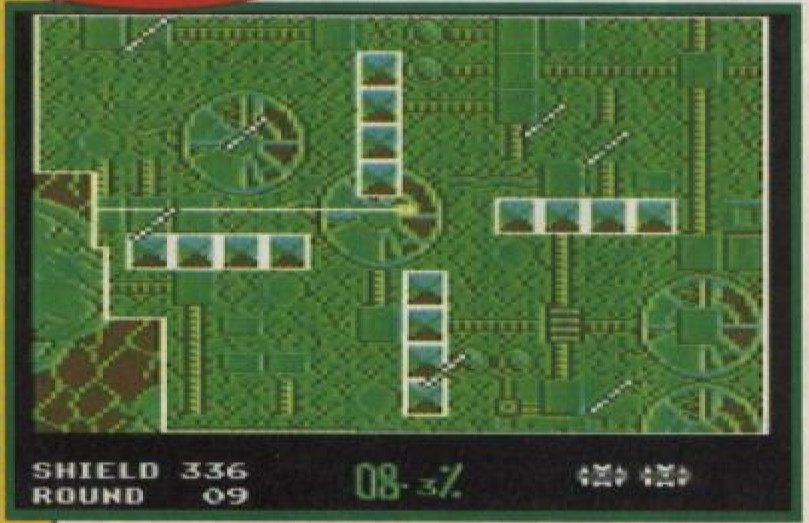
TAITO STRIKE AGAIN

Is no game safe? After glitzing up *Break-Out* and *Space Invaders* for a new lease of life, Taito have grabbed yet another ancient game by the scruff of the neck and shoved it out into the limelight once again. Shouldn't these games be given a rest?

Well, not if the results are as good as ***Volfied***. This addictive little game takes *Qix* and injects the usual array of Taito tricks: smart new graphics, loads of power-ups such as Speed-Up, Lasers etc and some imaginative baddies.

For those of you who are so doddering you've forgotten — or weren't even born — *Qix*'s gameplay revolves around cutting the static screen down in size by eighty or ninety percent. To do this you control a four-directional cursor (no diagonals) which leaves a white line behind it. You move along the edges of the box and move inwards to cut out shapes which then disappear.

Of course the baddies go all out to stop you, but this is a surprisingly addictive game which has been brilliantly converted by Digital Light & Magic for **Empire**. Already virtually finished, the game is due for release in September and will be



MAKE MINE MARVEL

Havoc and ***Meltdown*** may sound like death metal bands (and probably are!) but they're also the names of two new Marvel comics.

Havoc is a weekly featuring five regular strips, including such big screen names as 'RoboCop' and 'Conan'. Then there's 'Ghost Rider' which is hugely popular in the US and stars a demonic motorcycling vigilante hated by just about everyone. 'Star Slammers' are mercenaries fighting against terrorism in the distant future. But topping the bill is 'Deathlok', a cyborg fighting machine with a conscience. *Havoc*'s first issue will be launched on 11th July, priced 55p.

Aimed at older readers, ***Meltdown*** is a monthly anthology of four strips including the rather gory 'Akira' which follows the lives of young biker gangs in post-apocalyptic Neo Tokyo. Film fans will know he's starred in a hugely impressive film of the same name. Also post-Holocaust is 'The Last American', drawn by 2000AD artist Mike McMahon, with a lone crusader aiming to rebuild America. 'Light And Darkness War' has a disabled Vietnam veteran fighting a new war in a strange dimension, and finally there's Clive Barker's weird and wonderful 'Night Breed'. In addition there'll be interviews with artists, plus reviews of videos, music, gaming etc. The first issue of *Meltdown* will appear on 11th July, priced 95p.

SNAKES ALIVE!

After the well cool *RBI2*, Domark return to Tengen coin-op conversions with ***Thunderjaws***, an Atari coin-op with a hilarious *Flash Gordon*-style storyline.

Apparently a lot of female swimmers have been going missing recently and it turns out that — gasp! — Madam Q has kidnapped them all. Her fiendish plan is to create a race of Lizard women, using disgusting genetic experiments to turn her kidnap victims



DO YOU WANT A C65?

Do you really want a C65? A super new version of the C64 with a built-in 3.5 inch disk drive, 4096 colours, near-Amiga quality graphics and C64 compatibility all for just £200? Well, this is the question that Commodore is asking itself. As long back as ECES '90, Commodore's retail sales manager Kelly Sumner had been fairly open about upgrading the C64, although he expected the current model to continue 'in its present form' for another two years. In line with that the C65 is unlikely to appear before 1992. Indeed, as yet there are no firm plans to release it at all. Commodore's design plant in Westchester, Pennsylvania has lots of interesting prototype hardware that is never going to be put into production.

Upgrading a successful computer so it's got lots of glitzy new features while still being compatible with all the old software is an appealing concept. After all, Commodore's already tried it once with the C128 — offering substantially improved graphics plus CPM compatibility for business. Unfortunately that failed, mainly due to high price and poor software support. The C65 will be cheaper and more powerful. Unlike the C128, with all its business aspirations, the C65 is directly aimed to replace the C64 as a low-end, first-time buyer machine. Cheap but still packing enough hi-tech wizardry for it to be competitive for the next five years. It's a tough nut to crack, too good a machine could hit Amiga sales, but if the machine is too weak then who would buy it?

Commodore's Press & Public Relations Manager, Andrew Ball, promised the machine would be much better than the C64 (or C128), its specification would pit it against the 16-bit Atari ST in fact. A palette of 4096 colours and Amiga-type IFF (allowing Amiga screens to be directly ported across) offers 'near Amiga-style graphics', although there won't be a blitter chip to zip graphics around. What custom chips the C65 would have Andrew wasn't saying, but 'sound would be improved' as well. The machine's memory remains undecided, but an absolute minimum would be 128K. The CPU would still be a 6502, but custom chips make anything possible — the Lynx uses a 6502, as does NEC's PC Engine (which has an arcade-perfect version of *R-Type*).

Although the outline specification has been touted around developers there's been no official reaction other than usual 'we'll wait and see'. There are certainly no development machines out there, there isn't even a better than fifty-fifty chance of it being launched according to Andrew. One reason for this doubt is the remarkable success of the C64. It sold more units in the UK in 1990 than ever before, a quarter of a million in fact, and Andrew expects to sell almost as many this year as well — 200,000 or so. Any thought of killing the C64 for the Amiga was ridiculous — 'why kill a product that's doing so well?'. Rather than dumping machines in Eastern Europe, Andrew expected the opening up of that area, and the Far East, as offering a superb opportunity for the C64. These countries

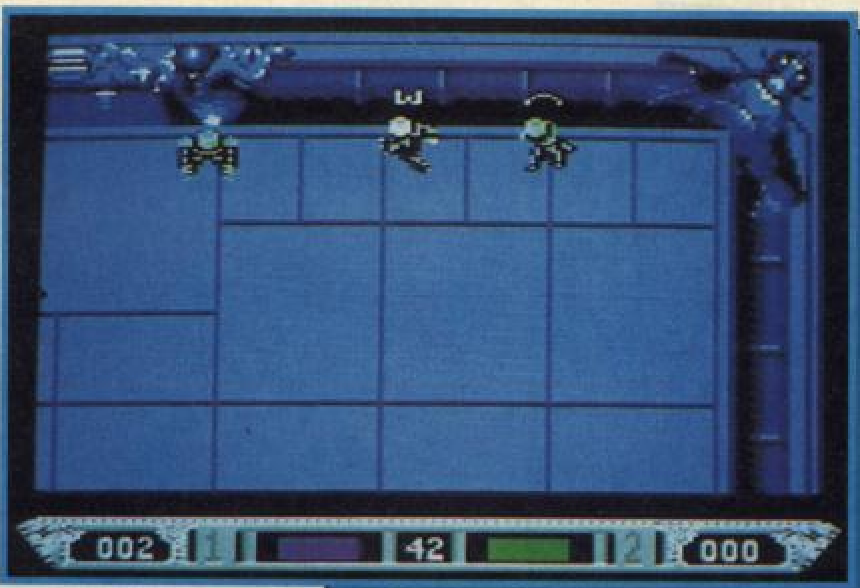
...S MORE TOO!

half-reptile! This must be stopped, but unfortunately her underwater base is well protected with cybernetic sharks, robodogs and lots more besides.

Each level is split into two, with the first section consisting of an underwater shoot-'em-up and the second being set in either volcanic caverns, laboratories or an aqua city. So slip into your favourite rubber outfit, pull on some goggles and get diving.

It says here the game should be out in June, which now seems rather unlikely, but there'll definitely be a review next month while prices are Domark's standard £10.99 cassette/£14.99 disk.





21ST CENTURY BLOODLUST!

The hugely successful ***Speedball 2*** is finally due to arrive on the C64. The game features a big multidirectionally scrolling pitch, with special features such as bonus points bounce domes, sockets to electrify the ball and a crucial points multiplier arch. You can also score points by injuring players so badly they have to be stretchered off! — there's no restrictions on 'off-ball' tackling in this game.

Besides the frantic match action there's also a substantial management side with cash collected during matches allowing you to upgrade your players' eight statistics individually or as a team. In solo-play there's a big league to conquer plus a full range of transfer options.

The conversion is being programmed by Carl Muller who worked on C64 *Turtles*. A September release date is planned with standard **Imageworks** prices; £10.99 cassette and £12.99 disk. Expect a ZZAP! review very soon.

Also due out from Imageworks around that time, around that price, is ***Robozone***. Outside the blood-splattered stadia of *Speedball 2* the 21st century is suffering severe pollution. A classic PR sheet from yuppie Imageworks puts it this way: 'the big cities are so polluted that no human can survive there. So the chosen few escape to ships... The masses remain in the cities along with Wolverine, a squad of robots who are to protect the city until such time as the pollution has subsided enough for the cities to become habitable again.' Uhm, aren't the masses human? or are they members of a different species and it's just the 'chosen' who count?



Dodgy scenario aside, *Robozone* pits the last Wolverine walker-like robot against the evil Pollutants, stick-like robots who are attempting to overrun New York City. There's three huge levels of frantic shoot-'em-up action and again we hope for a review soon.

would provide a huge potential market for a low-cost home computer and as Andrew points out, 'nothing can touch the C64 at its current price'.

MEDIUM MESSAGE

Whatever the power of the new consoles, the C64's continuing success demonstrates some people want more from their machines than the ability only to play expensive cartridge games. The ability to run some business software, cheap budget games, do homework and so on are not features available on a console. The failure of the SAM Coupe and the new Amstrad CPC Plus series to catch on, and the fading of the Spectrum, has left the C64 dominant among cheap home computers. Other than the C65 there's nothing new on the horizon aimed at this market.

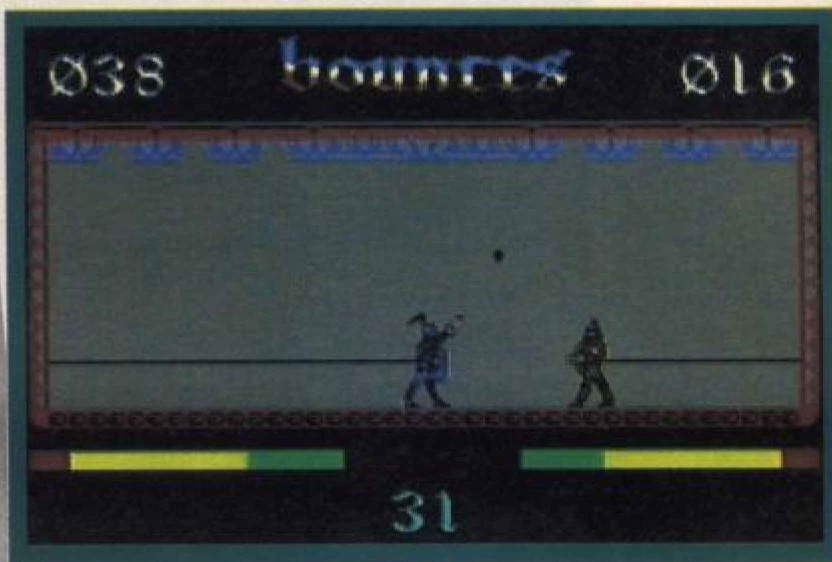
The only possible weakness is that perennial Achilles Heel, the C2N. Commodore's dropping of it from C64 packs lowers the price but leaves buyers in a quandry over what data storage device to buy. Asked whether Commodore would be encouraging retailers to take third-party datasettes Andrew Ball was surprisingly dismissive, in his view datasettes are suitable only for basic home programming due to their unreliability and lengthy loading times. For games, cartridges and disks are the way to go. Unfortunately the range of cartridge software remains limited while C64 disk drives cost almost as much as the C64 itself, besides being slow. 3.5-inch disk drives are faster, cheaper and offer much more memory storage potential but Commodore's last attempt to introduce them for the C64 never scratched the market. There was no hype, thus low sales, and software houses never bothered to support it.

Of course the C65 would solve these problems at a stroke with its integral 3.5" disk drive. Indeed some commentators think the C65 was conceived purely as a means of solving this problem. At £200 the C65 would offer improved hardware and vastly superior data storage for around £40 less than a C64 and an old, cumbersome and costly 5" disk drive!

Put this way, the C65's appeal is strong indeed and for dedicated C64 owners could be irresistible. C64 software could be loaded in seconds on a 3.5" drive and doubtless there'd be cartridges to back-up treasured software libraries to the new medium (whatever the legal questions). Games specifically written for the C65 could equal many current Amiga titles written as ST-ports!

So if you want a Super 64 what can you do? Quite simply write into ZZAP!. Andrew Ball is very eager to hear what C64 owners think. Although primarily aimed at first-time buyers, the C65 needs to appeal to C64 owners too. Would you upgrade to a C65? Are you interested only in super new games, or would you also like some serious stuff, a printer and a word processor program perhaps? Whatever your opinion, write in — we'll read all your letters, print as many as we can and maybe pass some on to Commodore as well.

ZZAP! MEGATAPE 20 instructions!



BOUNCES
(Denton Designs)

INTRODUCTION

Welcome to the future! here there's no war, politics or unemployment. No, today everyone is a proud employee of one of the Eco-Zone corporations. We're all genetically perfect, work hard and enjoy the fun, fun, fun of the **BOUNCES!** arena.

Our corporations sponsor warrior clones. They give them roller boots (with Frictoe caps), personalised body armour and helmets. Stick a **BOUNCES!** ball snatcher in their right hand and put them into the **BOUNCES!** arena. The object is to pitch the **BOUNCES!** ball (a low-grav slugdomium sphere) through the goal slots. But the crowd goes **wild** when the players go for the in-fighting with its bloody knockdowns and slug-outs. NOW YOU TOO CAN PLAY **BOUNCES!** IN THE COMFORT OF YOUR OWN LEISURE DOME!

• FEATURING:
Sir Ashley Trueblood
Deadly in combat, chivalrous to the defeated!
Sponsor: Knight-Techni-Corp
Has suffered no knockdowns or slug-outs in two years of **BOUNCES!** play with the **KNIGHTS**. (Lucky fella! — ed).

• VERSUS!
Erik the Red
He plays dirty to win!
Sponsor: Viking-synth-Corp
Undefeated world champion with the **VIKINGS!**

CRITICAL RAVE

• 'Bounces is one of those games that is very simple, but great fun to play... both characters are well drawn and they move convincingly... a game I can wholeheartedly recommend buying...' — Gary Penn. 'The game really comes into its own when played with another human player — it's a real laugh when you start bashing and firing the ball at each other.' — Julian Rignall. 'The game is good and despite the simple appearance, a lot of thought has gone into the design. The one player game is OK, but the two player game is excellent...' — Gary Liddon.

Hookability: 92%. Lastability: 85% 'The two-player mode offers the most challenge, but the one player option is still quite tough.' **Overall: 85%**

OBJECTIVE

Each **BOUNCES!** bout lasts just 3 minutes (90 seconds each way). In that time you must try to score as many points as possible. You do this by pitching the **BOUNCES** ball through the slots in the ceiling of your opponent's half; or if you prefer, do battle with your opponent and score points from Knockdowns or Slug-outs (hits with the ball).

Be careful though! If you pitch the ball through a slot in your own half it counts as an 'own goal', scoring points for your opponent.

GAME OPTIONS

F1/Fire = Start game/stop demo mode
F3 = Change number of players
F5 = Skill level
F7 = Player select
Restore = Resets total and returns you to the options screen

GAME CONTROLS

Each **BOUNCES!** player wears roller boots (fitted with friction toe-caps), personalised body armour and helmet. Both carry the deadly **BOUNCES!** snatcher — part weapon, part ball scoop. And finally, just to make things difficult, each player is attached to his back wall by Plas-flex wire. Here's how you play the game:

Joystick Left/Right: Moves the **BOUNCES!** player toward his opponent or lets the plas-flex wire tow him backwards.
Joystick Centre: Makes the player stop. He will only be able to maintain his position for a few seconds before the plas-flex pulls him backwards.
Joystick Up: Makes the player jump and allows the plas-flex to tug him back **fast**!
Joystick Down: Makes the player squat or duck. It also engages the friction toe-caps. In a squat the player can hold his position indefinitely.

Joystick and Fire Button.
Gives you control over the player's arm which you move through 360°. **BOUNCES!** players retain possession of the ball so long as you keep your finger on the fire button. Release the button and the **BOUNCES!** ball accelerates away from the player.

BATTLES
Press the fire button and swing the player's arm forward to connect with his opponent.

SCORING GOALS
You score points each time you pitch the ball through one of the goal slots in your opponent's half. The slot nearest to the ball dispenser (at centre court) scores low. The

FLIK FLAK
(Mark Neesam)

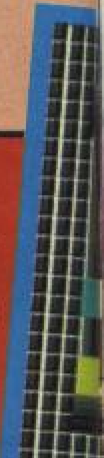
Flik Flak is an arcade puzzle game of 32 levels. On each level the player must deflect the tiles that come onto the screen, storing them on the sides of walls and preventing them falling through traps. This is done by positioning a diamond shaped bat in their path. To prevent the tiles from building up and blocking the play area, tiles can be deflected into like-coloured tiles and both will be destroyed. To complete a level a set number of tiles must be survived.

If a tile is allowed to fall into a trap then it will be lost. For each tile lost the game becomes harder since the number of 'active tiles' increases — up to a maximum of seven. Also, if five tiles are lost, the game ends. This also happens if a stored tile prevents an 'active' tile from entering the screen — ie if an entrance is blocked.

There are 32 levels, divided into eight groups of four. There is a password for each group and this can be entered on the title screen, allowing the game to be started on the first level of the group.

HINTS

Deflecting Tiles: Tiles will only be deflected off a stationary bat. Deflection occurs when the tiles fall flat over a corner of the bat, deflecting the tile at a right angle thus:



slot closest to the opponent's back wall scores high. You'll score an own goal if you pitch the ball through a slot in your own half.

ATTACKS
You gain points each time you are able to batter your opponent to the ground (a Knockdown), or strike him with the ball (a Slug-out).

STAMINA
Each player begins the game at full strength. They maintain or regain stamina in their own half. They lose stamina as they advance into their opponent's half (against the strain of the plas-flex wall), and also from blows from ball, Knockdowns and collisions with the back wall. If your player's stamina falls to zero he will not answer your commands until he recovers sufficient strength.

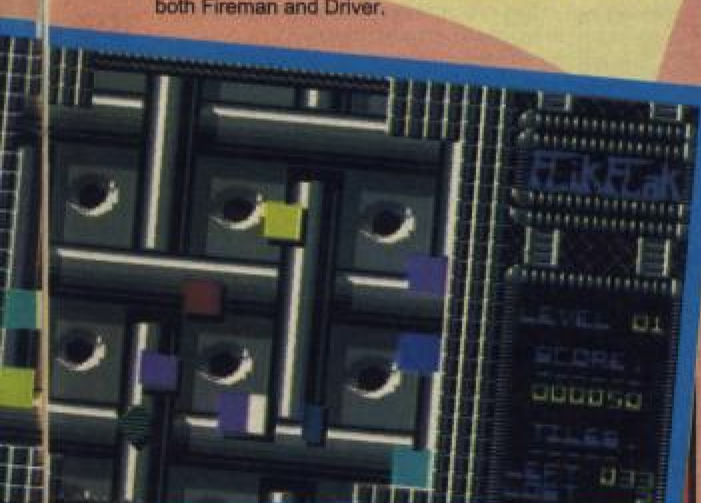
CREDITS

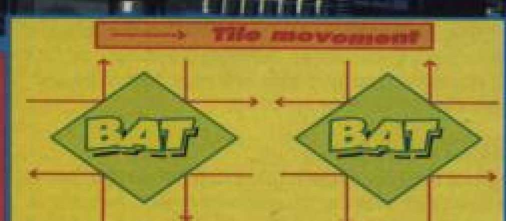
Design: A Denton Designs Game

SOUTHERN BELLE

(21st Century)

Welcome to the Southern Belle — a realistic simulation of the King Arthur class steam locomotive hauling a passenger train from London to Brighton during the early 1930s. The task before you is to take a steam locomotive and its train from London (Victoria) to Brighton. You take the roles of both Fireman and Driver.





Active Tiles: Active tiles are the rolling ones on-screen. Two active tiles will not collide, but simply pass over each other. If an active tile hits a wall or a stored tile of a different colour it becomes a stored tile. If two active tiles collide with a wall at the same time and place they are destroyed.

On later levels, difficulty is increased by introducing more active tiles, faster tiles, tiles entering from up to four directions at once and more difficult wall and trap arrangements.

CREDITS

© 1991 Mark Neesam.

GETTING STARTED

Selecting The Demonstration

Press 0 on the main menu and then RETURN when the timetable appears. The locomotive will pull slowly away from Victoria Station and then accelerate past Battersea Station. Observe the use of the various controls and study the readings on the gauges. Press F1 to return to the main menu.

The High Speed Run

If RETURN is pressed when the main menu appears the program executes a High Speed Run along the entire line. All the main features along the way, including Battersea Power Station, Clapham Junction Station and Clayton Tunnel, pass in quick succession. To exit press X.

Starting A Training Run

Press 1 when the main menu appears and 1 again for the locomotive control menu. This will give you control of the Regulator, Cut Off and Brake only. The remainder of the controls will be computer-controlled. Read the schedule displayed and then press RETURN.

With the locomotive standing at Victoria Station open the Cut Off fully by pressing C four times. Half Open the Regulator by pressing R twice. After a few moments the locomotive will pull slowly along the platform and out of the station.

Observe your speed display in the top left corner of the screen. When you are travelling faster than four miles per hour press R twice more to open the regulator fully. The locomotive will then accelerate more rapidly as it climbs the steep incline away from the station on its way over the River Thames and past Battersea Power Station.

To exit press F1.



Screen Layout

In the centre of the screen is the view of the cab, the controls and the line ahead. Above this is a sign naming the next station or feature that you encounter and at the bottom of the screen is the message area. To the left and right of the main display various control information is shown including your speed and the amount of coal and water remaining. The status of the next signal, the gradient profile for the next 1.25 miles and the present time are also shown.

SAVING AND RELOADING YOUR CURRENT POSITION

To save your position during a run, select the timetable by pressing T and then press S. Place a blank cassette in your player and follow the on-screen instructions. To reload a position select the main menu and press L.

CONTROL KEYS

Locomotive Control Keys

CONTROL	INCREASE SETTING	DECREASE SETTING
Sound whistle	W	
Stoke Fire	RETURN	
Regulator	R	SHIFT +R
Vacuum Brake	V	SHIFT +V
Cut Off	C	SHIFT +C
Blower	B	SHIFT +B
Injector	I	SHIFT +I
Firedoor	F	SHIFT +F
Damper	D	SHIFT +D

Program Control Keys

FUNCTION	KEY
Toggle between accelerated speed and real time	A
Toggle between smoke on and smoke off	S
Return to main menu	F1
Hold, wait for RETURN to restart	H
Display timetable	T
Acknowledge message	SPACE

Smoke Level Demonstration Keys

SMOKE LEVEL	KEY
Very light smoke — far too much air	1
Light smoke — too much air	2
Correct smoke level	3
Dark smoke — insufficient air	4

THE MAIN MENU

Option 1 — Training Run

A practice session for the novice driver/fireman to the same schedule as the computer demonstration. You are expected to adhere to the timetable shown initially. You may halt the run at any time to refer to the timetable again. A short beep is sounded to assist you when the computer records a time for the final assessment.

When arriving at Brighton you must bring the train to a halt as near to the far end of the platform as possible. Hitting the buffers will result in a loss of safety marks and doing so at anything above walking pace will result in a crash.

At the end of the run your performance is assessed with regard to economy (based on coal and water left), safety and timekeeping.

Option 2 — Easy Timetable with speed limits

A non-stop schedule to Brighton. Speed limits, including an additional limit of 30mph at the permanent way working, must be observed otherwise safety marks will be lost or the train may derail.

Option 3 — Stopping train and signalling

As option 2 but you must also obey all signals and make stops required on your timetable.

Two types of signal are used: Stop (with a square end) and Distant (with a notched end). Each has two positions: up for clear, and down (horizontal) for stop or caution. Stop signals may come singly or in groups.

You may not pass a down Stop signal: you are warned of this by a down Distant signal before it.

The stations at which you must stop are in capital letters on the timetable. You must stop within 60ft of the far end of the platform, without excessive braking, otherwise incur a 'non-stop' error. You must allow at least one minute for your passengers to embark and disembark. The timetable gives the required departure time.

Option 4 — Heavy Stopping Train

A heavily laden train with consequent loss of performance. All the constraints of option 3 apply.

Option 5 — Record Run

On 26th July 1903 the record for a non-stop steam train from London to Brighton was set at 48 minutes 41 seconds. A schedule is supplied to enable you to equal or better that record. All normal speed limits apply.

Option 6 — Southern Belle

The pride of the Southern Railway, with a Pullman non-stop train.

Option 7 — Problem Run

You will be presented with any timetable. All constraints apply plus other problems which will hinder your progress to Brighton.

SPEED LIMITS

LIMIT	WHERE LIMIT APPLIES
40 mph	Victoria to Clapham junction
45 mph	Balham Junction (Curve after Balham)
60 mph	Streatham Common for 1/2 mile
45 mph	Windmill Bridge Junction (1/4 mile past Selhurst)
50 mph	Far end Redhill Tunnel to Earlswood

ERROR MESSAGES

MESSAGE	MEANING
Fatal Errors	
Fusible plugs gone	Water level in the boiler too low

Boiler overfill	Water level in the boiler too high
Overran stop signal	Passing a stop signal in the down position
Unsafe reversing backwards	Allowing the train to run
Blowback	Failure to open the Blower in a tunnel or when regulator is shut
Derailed	Excessive violation of speed limit
Crashed into Brighton station	Hit buffers at too high a speed
Non Fatal Errors	
Poor stop at	Failure to stop within 60ft of the end of the platform.
Short stop at	Failure to wait for one minute at a station
Rough stop at	Using vacuum brake level three or above when the train comes to a halt at a station.
No stop at	Failure to stop at a scheduled stopping station
No whistle at	Failure to sound the whistle before starting off, or before permanent way working
Em Brake at	Using emergency brake
Speeding Near	Failure to observe the speed limit

HOW A STEAM LOCOMOTIVE WORKS

The driving force of the locomotive comes from the cylinders where a piston is pushed back and forth by the steam pressure raised in the boiler. Hot gasses from the firebox are drawn through the boiler by a system of tubes, which heat the water to boiling point, converting it into steam. The hot gasses drawn through the boiler then enter the smokebox and escape through the chimney. The performance of the locomotive depends upon the pressure in the boiler, which can be controlled by manipulating the fire.

Water Gauges

These two vertical tubes in the centre of the cab indicate the level of water in the boiler. If the gauge reaches the bottom, special fusible plugs below it will melt, allowing steam into the firebox.

If the gauge reaches the top, water instead of steam will enter the cylinders causing permanent damage.

Ideally you should attempt to maintain a water level in the top half of the gauge. Should a failure occur, the run will be terminated.

Steam Pressure Gauge

A round dial, in the centre of the cab, with a needle pointer (minimum on left to maximum on right). The more steam pressure maintained the higher the potential power. However, too much pressure will lift the safety valves and release steam thereby reducing pressure to below maximum (shown by two jets of steam issuing from the boiler top). This wastes coal and water.

Whistle

The whistle must always be used before starting away, entering tunnels or approaching sections where permanent way gangs (railway maintenance teams) are working.

Regulator

A lever (top left) which controls the flow of steam to the cylinders. It has five positions: closed on the right, progressing to fully open on the left. Opening the regulator applies power to the wheels. Always close the regulator when braking. Open the regulator cautiously when starting away as too much power will cause the wheels to slip.

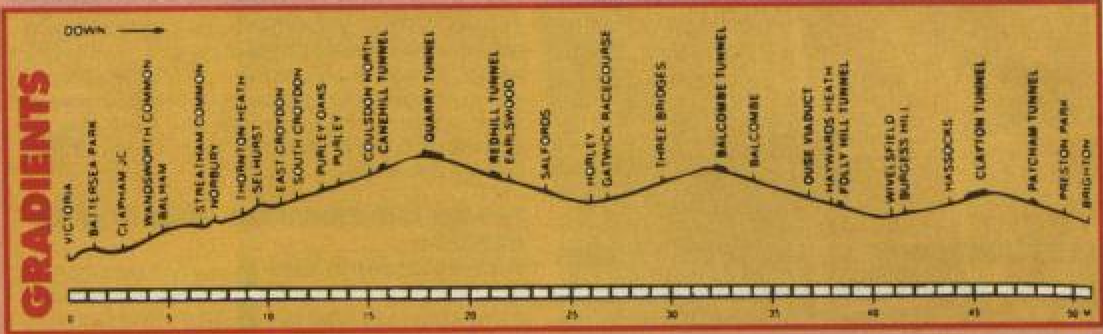
Cut Off

A wheel (marked C, bottom left) which controls the time during each cylinder cycle that steam is allowed into the cylinder. It has five positions: 0% (straight up), 20%, 35%, 55% and 75% (straight down). Lower percentages reduce power slightly but increase efficiency. When starting away it is normal practice to use 75%.

Vacuum Brake

A wheel (marked V, between regulator and cut off) with five positions: off (straight up), light, medium, heavy and emergency braking (straight down).

Emergency braking must not be used except in extreme circumstances. For the comfort of your passengers, avoid using harsh braking when stopping at a station.



Blower

A wheel (marked B, centre right) which is off when pointing straight up. Normal gas flow, drawing the gasses from the firebox out through the chimney, is usually maintained by the exhaust of used steam up the chimney when the regulator is open. This will be interrupted by closing the regulator or by the confines of a tunnel. Here gas flow must be maintained by opening the blower which sends a jet of live steam up the chimney. Failure to use the blower when necessary can lead to an 'explosive blowback' into the cab.

Injectors

A wheel (marked I, top right) which controls the injection of water from the tender into the boiler. It has five positions: off (straight up), progressing to full on (straight down). This is the means of maintaining the water level in the boiler.

Dampers

A wheel (marked D, bottom right) which controls the amount of air provided through the base of the fire (primary air). It has five positions: closed (straight up) progressing to fully open (straight down).

The amount of primary air needed depends on the temperature of the fire: for a hot fire you need more. Fire temperature is shown by a thermometer-style gauge in the cab centre.

The indication of correct combustion is the colour of your smoke. Black smoke indicates insufficient air for the fire temperature, grey smoke indicates correct air and lighter shades indicate too much.

Firehole Doors

A pair of steel doors used to confine the fire and control the flow of air over the fire (secondary air). To achieve optimum fire temperatures, the coal level must be maintained in the middle third of the firebox. You must fully open the firedoors whilst coal is added (only on the hardest skill level). For perfect combustion a small amount of secondary air may be required.

The firedoors can also be used to affect the fire temperature, eg to raise the temperature 'quickly', keep the firedoors shut.

Gradients

A cross section of the gradient of the line together with the positions of stations and tunnels is shown by the diagram here. The exact gradient of the track may be displayed in the signalling area.

Vacuum brakes must be used to ensure that the train is never allowed to run backwards on an up gradient.

CREDITS

Written and designed by Mike Male and Bob Hillyer.

OUTTAKE 2

(Shaun Pearson)

The whizkid of monochromatic, weirdo shoot-'em-ups returns this month with a slightly more conventional effort than *Shotaway* — which played best with the TV on its side! Once again the aim of the game is to simply blast the hell out of everything in sight. Gameplay is nicely structured but the main appeal is some neat graphical effects and imaginative side-objects such as human faces. We get a fair few *Shoot-'Em-Up Construction Kit* games from readers, virtually all with a helicopter and a tank and zero imagination, so Shaun's unique approach is a welcome change for us and I hope you too!



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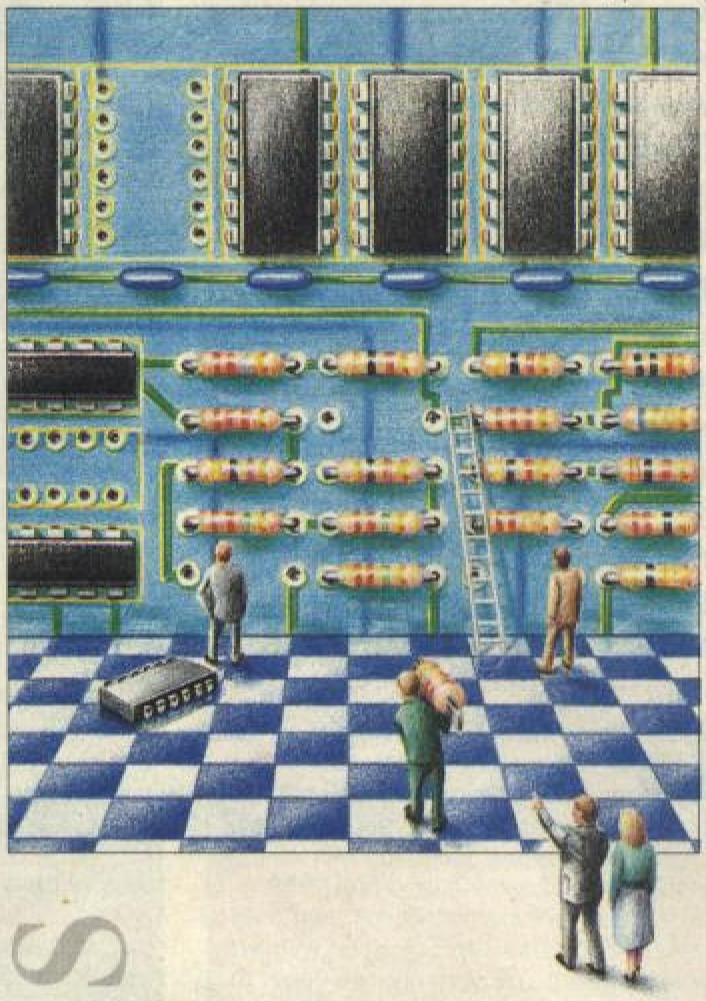
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RBI 2

Baseball is another one of those odd American games designed so they never lose to foreigners! So far it's been 100% success with no foreign team even entering the so-called World Series. Maybe Graham Taylor should change the rules for football so no foreigners enter the World Cup either!

Domark, £10.99 cassette, £14.99 disk

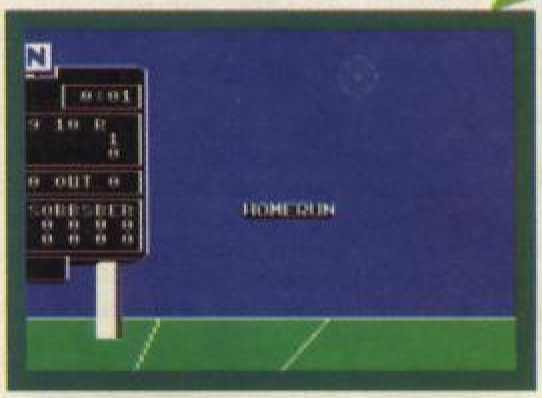
Games named as obscurely as *RBI 2* aren't designed as arcade fodder and true to form this Nintendo conversion offers plenty of realistic detail. There are 28 teams (including two 'all-star' sides), each containing their real 1989 players with authentic statistics, and both National and American Leagues (with two divisions each). You can choose either to play another person or the computer (easy/hard). Once this is done the actual game is loaded in and you're given a choice of teams. If you pick an opposing team in the same league you're assumed to have entered that league. If the teams are from different leagues a series of seven matches are begun — as if the two teams were in the World Series.

Now you can select your starting Pitcher and your Batting order, making substitutions where necessary. Once the match begins admire the novel screen display. A central strip shows a close-in view of the Pitcher and the Batter. The Batter can be moved left/right and forward/backward while he waits to receive the ball. Meanwhile the Pitcher moves left/right on his Mound and can throw the ball fast or slow, curving it all over the place. On the left and right there are strips showing First and Third Bases (Second Base can be seen behind the Pitcher) — perfect for when you want to Steal a Base.

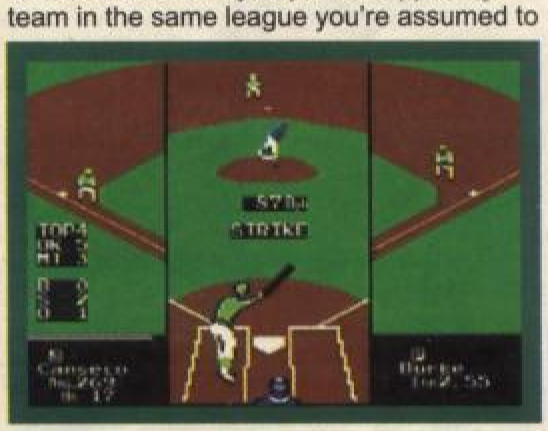
Once the ball is hit, the three views disappear and the screen follows the ball while a radar scanner shows what's happening on the bases. The Fielding player gets direct control of his Fielders while the Batter can choose to send his runners forward extra bases. The graphics are certainly well thought out, and there's cute touches with fielders leaping to attempt catches and runners sliding into bases, but there's nothing spectacular. The Batter and Pitcher are reasonably animated but could have been better and the Home Run fireworks are primitive. Sound is equally unimpressive, a handful of beeps and whooshing sounds with no tunes whatsoever — a shame.

'There's cute touches with fielders leaping to attempt catches and runners sliding into bases'

But the important stuff is gameplay and *RBI* mixes in-depth realism with playability. For instance, when a player is caught out



● Woah! Phil finally makes a great hit and it's fireworks time!

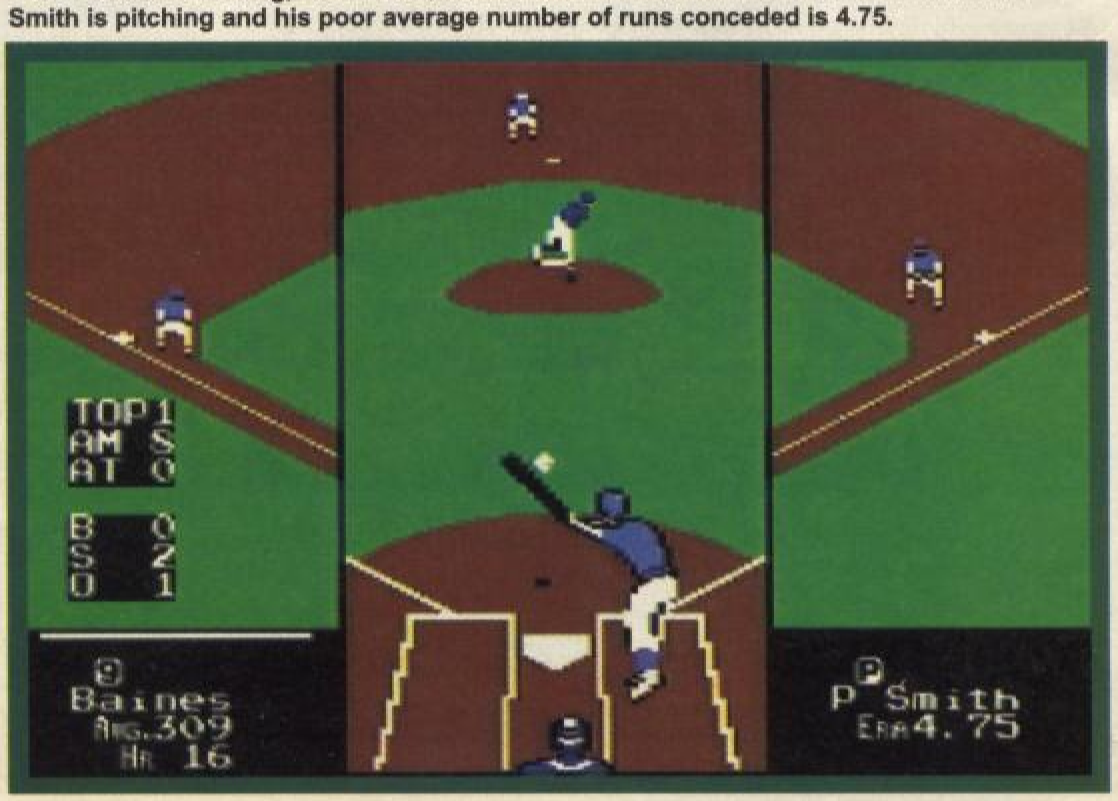


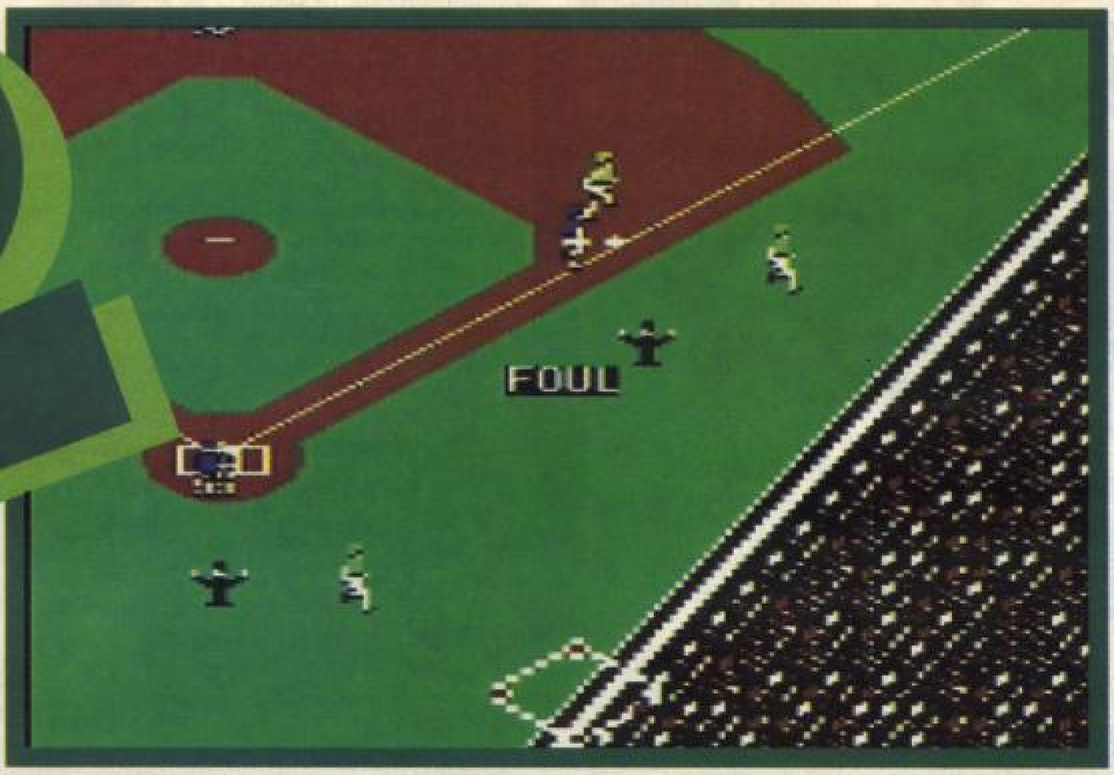
● Strike!! It's not easy hitting 87mph balls. At bottom left you see Canseco has already had two strikes so he's outa there!

There's been a fair few baseball sims before, most notably the showy but simplistic *World Series Baseball* and *Hardball* — realistic with great graphics, but no league option and an awkward behind-the-pitcher view for batting. *RBI 2* can't match the graphical and sonic glitz of either but its playability is higher and in my opinion this is the one to get! I especially like the tactical realism, such as deliberately 'walking' your opponent's big hitter to prevent a home run! You also have to conserve your pitchers' stamina as they soon get exhausted, and know the right time to make substitutions. The pitcher-batter confrontation is the best yet, with the view from behind the batter making hitting the ball easier. This results in a higher-scoring, more open game with plenty of frantic fielding and risky base running.



● The Easy Guide to Stats. Clockwise from top left. It's the top of the first innings, the American All-Stars are thrashing Atlanta 8-0. There have been no Balls, two Strike and no Outs. Baines is batting, his RBI is .309 and he hit 16 home runs in the 1989 season. P Smith is pitching and his poor average number of runs conceded is 4.75.



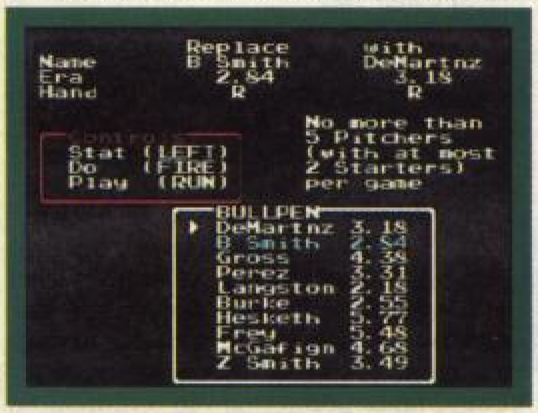


● Hitting the ball behind the foul lines counts as a strike, note how the tiny black refs move their arms out to indicate a foul.

all the runners have to run back and tag the base they were on before. There's also realistic Time-Outs to change pitchers and substitute fielders or batters. Changing Pitchers is critical because they soon get exhausted with 97mph fastballs slowing to 47mph after a couple of innings. Pitchers also take a couple of matches to recover, adding to the management side of the game.

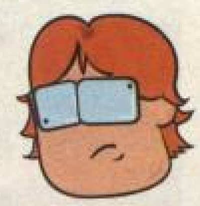
Thankfully authenticity doesn't make *RBI* inaccessible — everything works perfectly off the joystick and even the statistics soon make perfect sense! Initially simply hitting the ball seems impossible, and when you succeed it generally goes backwards for a Foul ball (which can still be caught to dismiss the Batter!). There's a good Bunt option though, which allows you to set the bat high, low or middle — then you simply move the player to hit the ball with the fixed bat for a short shot. With practice, though, you can soon be scoring home runs — swinging just as the ball seems to be going past is best.

More than most games, baseball is about psyching the other guy out. Deciding which



● Substituting Pitchers is a critical part of the game — use too many too early and you'll have a nightmare end-game with an exhausted Pitcher giving away runs by the dozen!

balls to swing for, which to leave or equally where and how to pitch, are as much guessing how your opponent is thinking as observation or reactions. And Stealing, of course, can soon get tempers to boiling point! This makes for great two-player games. One-player mode is almost as good with comprehensive league options and in both modes there's a neat codenumber save option. *RBI 2* apparently sold two million on the Nintendo and the graphically superior C64 version should be a big hit too. Realistic but highly playable, both fans and newcomers shouldn't miss this one!



BASEBALL BASICS

● Probably developed from Rounders, baseball is a fairly simple game. To score runs you must get players around the four bases with a run awarded for each player getting to Home Base. The Fielding side try and stop this by catching the ball before it bounces — to dismiss the Batter — and throwing the ball to Bases before Runners reach them — again dismissing them. If three Batters are dismissed the Fielding team gets to bat. Each team gets nine innings — and if the match is still drawn, extra innings are played.

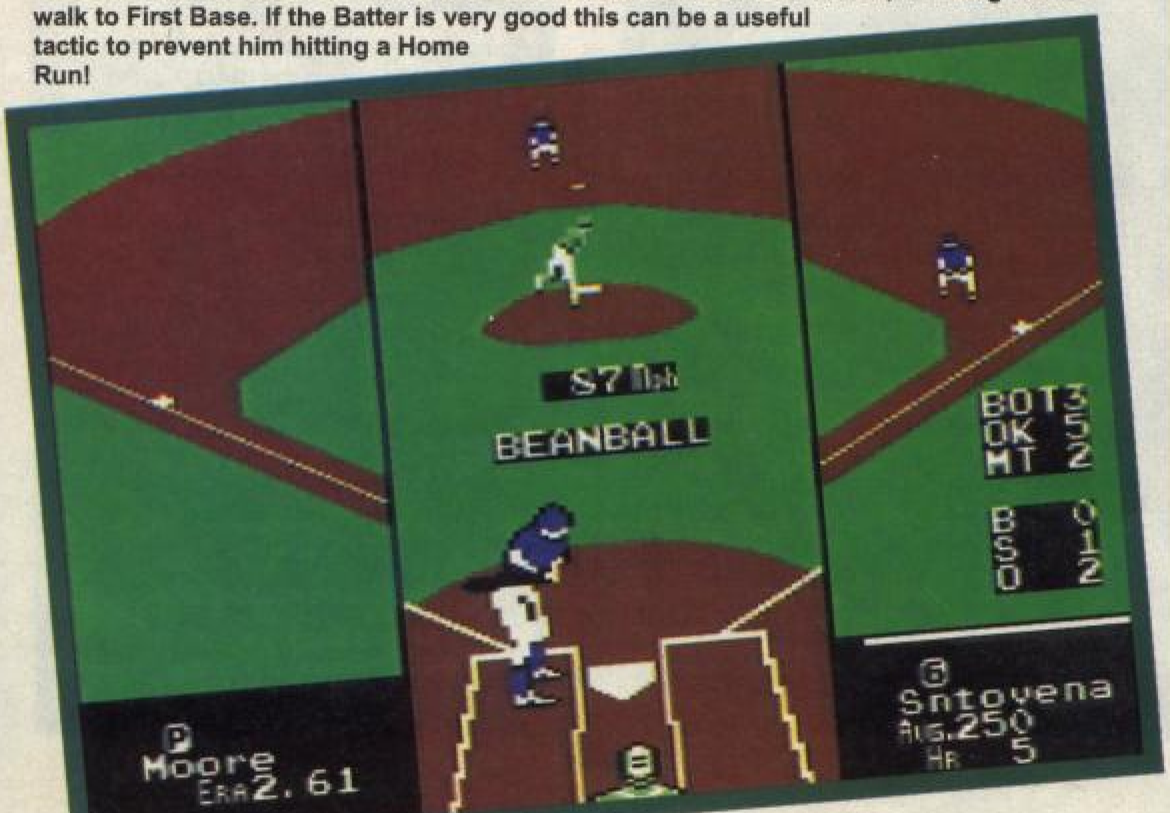
Another way to dismiss batters is to prevent them hitting the ball! The pitcher should throw the ball between the two white lines of the Strike Zone. If the Batter then misses the ball it's a Strike — three Strikes and he's out. However, even if the ball goes wide of the lines, it's still a Strike if the Batter swings and misses! If the Batter doesn't swing at an illegal ball a 'Ball' is declared, four of these and the Batter simply walks to first base. Even better, if the Batter is hit by the ball a 'Beanball' is declared and he walks to First Base straight away!

Oh, and as for 'RBI' — it means Runs Batted In, a statistic showing the match average number of runs scored as a result of a player's batting.

CREDITS

Designed and converted by Tengen in the USA.

● Ouch! Phil throws a low ball at the Batter and a Beanball is awarded, allowing him to walk to First Base. If the Batter is very good this can be a useful tactic to prevent him hitting a Home Run!



PRESENTATION 90%

Four league divisions, good codeword saving system, two-player option, hard/easy computer opponent and limited multiloading.

GRAPHICS 79%

Not as impressive as *Hardball*, but still attractive and well designed for effective play.

SOUND 28%

Basic spot FX with no tunes.

HOOKABILITY 90%

ITiming batting swings takes time to master, but we were soon hooked with the two-player mode being irresistible.

LASTABILITY 89%

Two leagues to beat plus the option to control any of the 28 teams, from the best to the worst, provides an enjoyable challenge

OVERALL 89%

A hit for beginners and fans alike.

Jahangir Khan World Championship SQUASH

Krisalis, £11.23 cassette, £15.31 disk

Although its lightning fast rallies and claustrophobically small courts have so far prevented squash from becoming a big spectator sport, Jahangir Khan's achievements deserve broader admiration: he became the youngest ever professional World Champion at 17, has subsequently won every squash title in the world and over a six year period played in 500 international matches without a single defeat. It's an astonishing record, so can Krisalis do him justice?

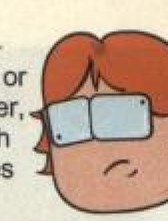
The program gives you the choice of entering either the Club Tournament (league) or tougher World Championship competitions — both separate loads on different sides of the tape (or disk). The Tournament is organized in a series of eight rungs, each a miniature league with 4-6 players. Once everyone in the rung has played everyone else the top two are promoted and the bottom two demoted. By contrast, the Championship game is simply a knockout cup.

Both games are absolutely packed with players, each with six individual stats including fitness, tactics and judgement. If you win a match you can upgrade one of your stat bars a unit. You can also change player names, have any number of other human players and even watch a computer player's matches.

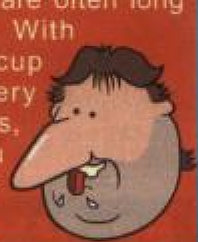
On the squash court you move your player into position then hold down fire to begin your stroke, left/right controlling direction with up/down accessing lob or drop shots respectively. The ball moves quite fast and things soon get very frantic. It's as well there's an option change the type of ball — the bouncier it is, the more time you have to intercept it.

Even so, the players don't move incredibly fast and it can be difficult bringing bat and ball together — I certainly found it a tricky to begin with. Once you do get the hang of it, there can be some wild rallies with all sorts of weird ricochets. As the ball can bounce off a couple of walls so quickly, picking out the right intercept point really gets your mind working.

Personally I don't think any squash simulation can compare with a good tennis game for depth of play — you don't have the range or degree of tactics. However, this is a very good squash game and certainly makes a nice change.



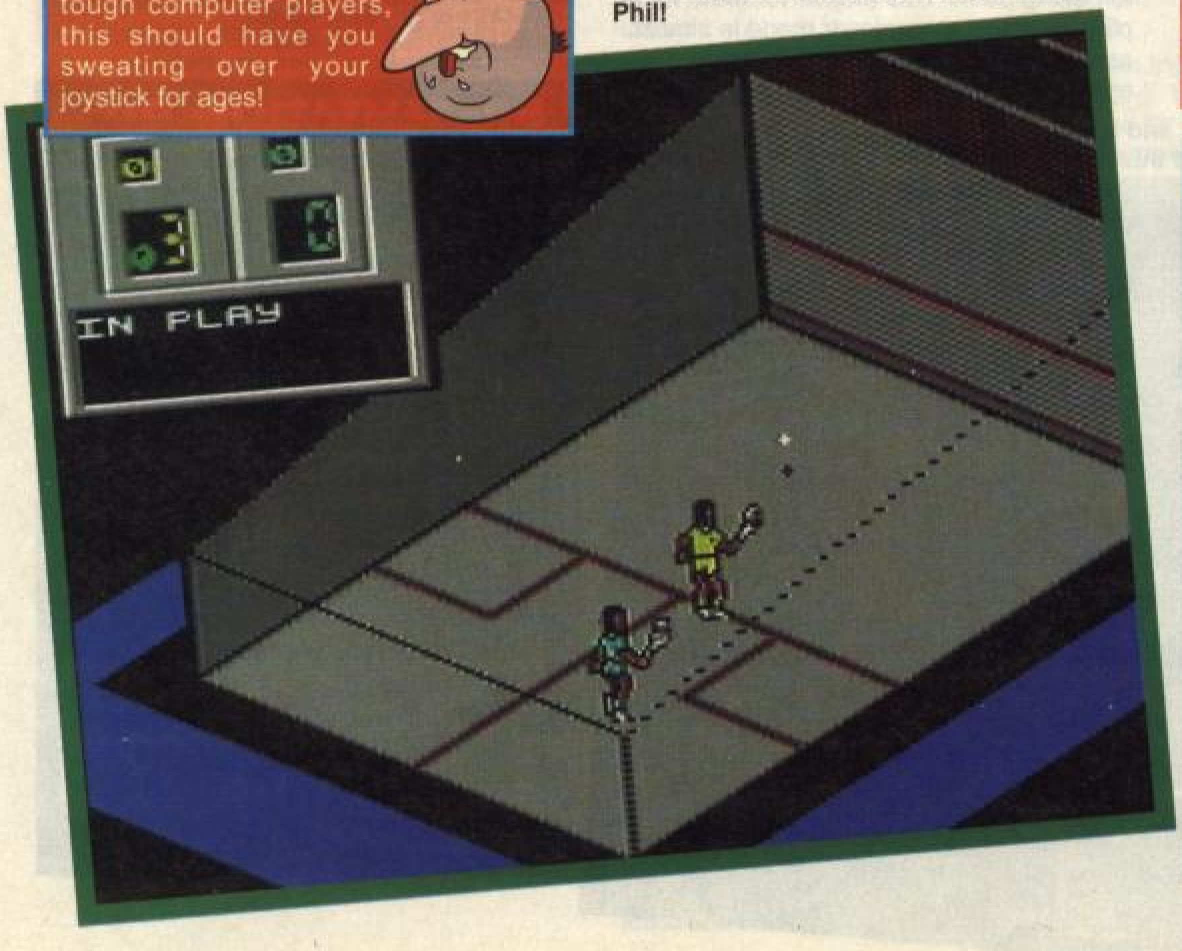
I'm not that much of a squash fan, but I still found this great fun to play. There isn't a great deal of tactical depth to the game — just trying to surprise the opponent by varying your shot type — but rallies are often long and always hectic. With excellent league and cup options, and some very tough computer players, this should have you sweating over your joystick for ages!



● There are pages and pages of players, each with six individual stats— except human players who obviously lack the last two.



● Fast richochets off the walls make intercepting the ball tricky to begin with, especially when you're playing sneaky Phil!



SQUASH

● The squash court is dominated by a wall marked with two horizontal lines. At the bottom of this there's a short metal strip known as the tin which counts as part of the floor.

Serving is done from one of the two service boxes. All serves must hit the wall above the top line (the cut) before landing in the opponent's half of the court. The ball can then bounce any number of times off any walls before or after hitting the end wall. Then it can bounce just once on the floor before being returned.

The server wins a point for every rally won. If he fails to win a rally, service passes to the other player. The first to nine points is the winner. However, if the score goes to 8 all first, the receiving player has the choice of playing up to 9 (No Set) or 10 (Set Two).

CREDITS

Programming: Andy Ware
Graphics: Phil Hackney
Music: Matt Furniss

PRESENTATION 86%
Masses of options, including save/load for massive leagues.

GRAPHICS 68%
A squash court and two men aren't exactly straining the C64's limits, but the players are well animated and it's nice how they shake hands before a match.

SOUND 59%
Reasonable intro tune and basic in-game spot FX.

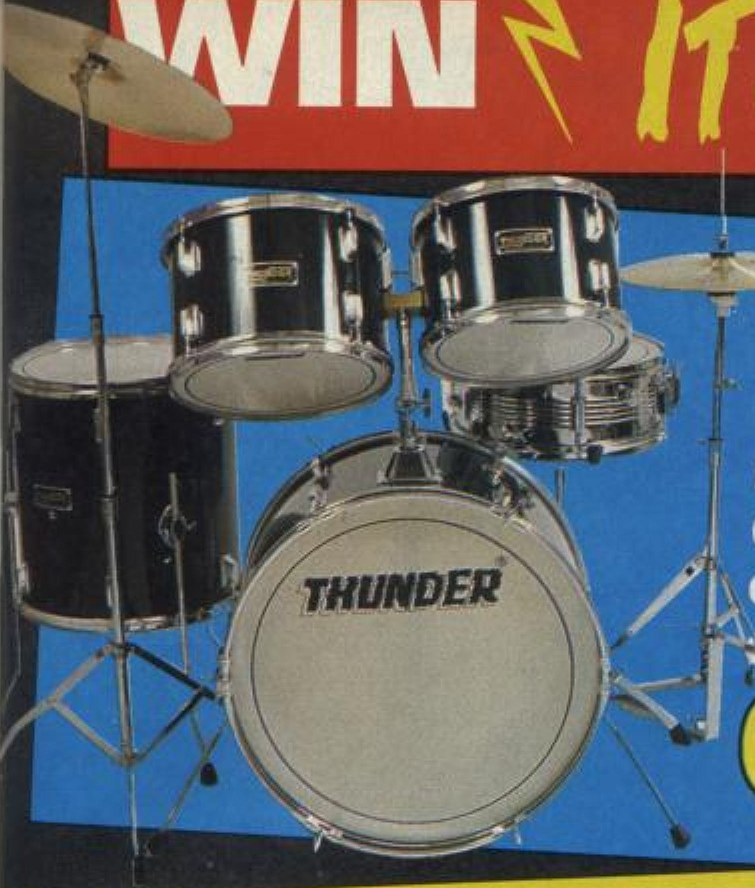
HOOKABILITY 79%
Club level gives a friendly intro to the game.

LASTABILITY 70%
A huge challenge, but squash isn't a fabulously varied game.

OVERALL 75%

A great squash game.

WIN ⚡ IT'S WILD! ⚡ WIN



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● The junctions are like Vendetta, but work so much better — just don't turn left!

System 3, £10.99 cassette, £14.99 disk and (around Xmas) £19.99 cart

If Judge Pickles had his way, none of this would be happening, with cocaine and heroin cheaply available on prescription. But until Boots get into the act, drugs are a high-risk, high-profits business which not only corrupts policemen, but also entire governments in this politically dodgy game. The 'untouchable' star of the show is a single-minded cop who doesn't care how he brings international drug dealers to book. Don't ask how he affords that red, 200mph Lamborghini Countach — the poor so-and-so probably lives in it as his car is shipped around the world.

On each of the five levels the chase starts in a friendly country which ends with you smashing through the border gate. On disk or cart a hi-res screen is loaded showing the wood-splintering scene, then the next section is loaded. Section two of the level always takes place in countries so friendly to drug dealers the whole might of the police force is thrown against you.

Wherever you are, there are no innocents — everything on the road is a target and the more you blow up, the more points you make. Some vehicles take only a single hit, others take up to twenty. Bullets are thankfully unlimited, but for some the stopping power of a missile can be useful. Hold down fire to change the pistol sight into a missile cursor, then release to send one of five rockets on its way.

Enemy vehicles aren't just fast-moving targets though; pay attention and you'll see muzzle flashes as they return fire. Receive either 100% damage, or seven bullet holes in the windshield, and your car explodes for good. Damage is also inflicted by crashing into the scenery (occasionally resulting in a non-fatal explosion), running into rocks or shrubs in the road, driving over mines or coming under withering fire from swooping helicopters and A-10 attack jets. The aircraft are, in fact, absolutely stunning. Jets zoom in with Gatling guns flashing, while helicopters whirr out of the horizon, then hover overhead, raking the tarmac with gunfire. The sight of a helicopter overhead, an A-10 roaring in, the car zooming down a rollercoaster hill *and* bridges blurring past is astonishing — an arcade-style experiment in graphical overkill.

There's over twenty different enemies to deal with, especially impressive being police cars which abruptly slide around to form impromptu roadblocks. End-level baddies aren't quite so impressive: they're generally unremarkable cars which, when you've got past everything else, need to be blasted full of holes — all the time returning fire. A van adds some variety, but they could've been better. However, levels increase in difficulty with the addition of more road objects, helicopters, then jets, then oncoming juggernauts!

If you defeat a drug lord he pulls over to be arrested, and then (on disk or cart) there's a level-complete screen. Also, your damage goes back to zero, you get a full complement of missiles and your petrol tank is refilled. Petrol? Yep, you've got a gas-guzzling V-12 engine behind you and it needs to be fed. Fortunately there's plenty of blue petrol tanks lying in the road for you to run over. Usefully, text warnings of upcoming fuel tanks, mines and drug leaders appear just below your score — although most times you're so preoccupied with the action you don't notice them!

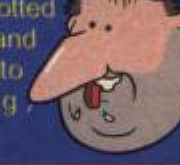
As I've already said, graphics are a little fast, but the quality of them remains to be drooled over. The ten separate levels are all radically different, usually including two or more separate styles within them. A particular favourite is China, which has massive pyramids, red obelisks and more besides. Then there's Egypt with Sphinx-

The definitive C64 speed experience has arrived: ten loads packed with scrumptious graphics, vicious cops and heavy-duty military hardware push the 6502 to new limits. Stuart Wynne straps himself into System 3's latest motor for some serious G-force.

● Gunships zoom out of the horizon, then turn to hover above the car with their Miniguns tracking fire across the tarmac.



I'm only used to driving a Metro, so the sheer speed of *Turbo Charge* is frightening! The huge, superbly detailed side-graphics whizz past at an amazing rate as you screech over huge hills and through tunnels. There's no need for fiddly gear changing either — you've got more than enough to keep you occupied, frantically dodging left and right to avoid enemy fire and somehow also shoot the baddies. The roadblasting action doesn't change much throughout the levels, but the road maps do vary considerably — the programmers' experimentation with Scalextric layouts has paid off with some levels being real rollercoasters, others dotted with junctions, tunnels and so on. It all adds up to one awesome driving game.





● The darkening of the car's colour in tunnels is a nice detail, but not even tunnels will save you from the A-10s.



● Some discreet corporate advertising in America, just six miles from the border with Mexico. Damage is minimal and you've still got all five missiles.

like statues, and the superb American level with a city full of System 3 hoardings and skyscrapers, plus a balloon and a beautifully atmospheric sky. There's the odd weakness, such as oversize police huts with giant policemen, but on the whole graphics are simply stunning — static. Moving they're awesome. Zooming along at top speed you completely forget about the turbo charge option, but yes, it's there. Hit the

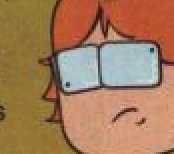
RBO
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space bar and the game gets faster, speeding you past helicopters but burning up fuel at a prodigious rate.

Rollercoaster roads, attack jets — what more could you want? How about forks in the road which take you shooting down dead-ends to splatter you across brick walls? It sounds nasty, it is nasty. But there is a fairly obvious way of working out which road to take and thankfully the program generously allows you to make your choice at the very last instant. There's none of this 'milliseconds to react and no changing your mind' lark; you can slide over the ground separating the two roads at the last instant, if necessary.

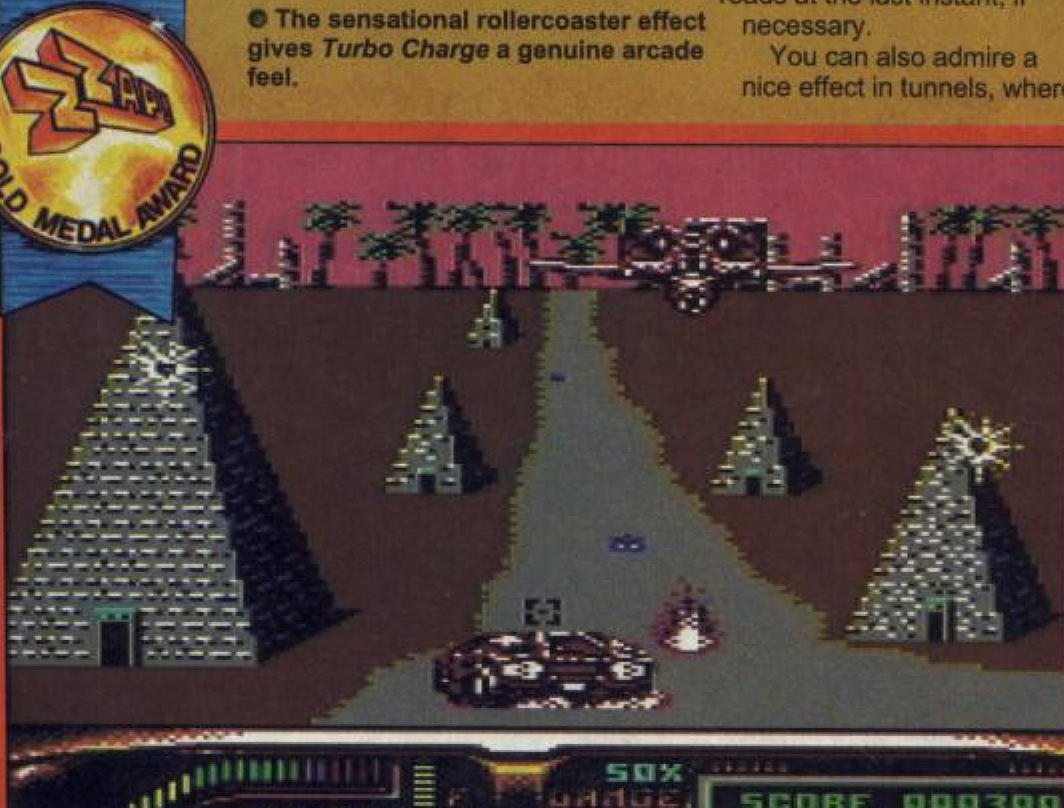
You can also admire a nice effect in tunnels, where the palette changes to realistically darken your car. Somewhat unrealistically helicopters and jets continue their attacks in tunnels, but System 3 aren't too concerned — it's an arcade game so why make it easy for you? True, true, it doesn't matter when you're playing. Even when metal girders are flashing overhead and A-10s are attacking, graphic priorities work in a way that feels right.

Combine all this with some wonderful tunes and FX, a beautiful car explosion plus great presentation and, well, it's Gold Medal time. The racing shoot-'em-up format has never been faster or more graphically stunning. Disk and cart versions, in particular, benefit from great intermission screens, but even with a C2N this eye-burning speed merchant is unmissable.





● The sensational rollercoaster effect gives *Turbo Charge* a genuine arcade feel.



PRESENTATION 94%
Superlative disk and cart presentation: death scene, level-complete screens and high score table. Tape version will be stripped down to save multiload hassle, but like all versions has slick intro and game-complete screens.

GRAPHICS 97%
10 levels, with at least two graphic styles per level, beautifully varied with excellent attack aircraft and incredible speed.

SOUND 93%
An impressive range of tunes provides an absorbing soundtrack.

HOOKABILITY 97%
Instantly, competely, totally addictive.

LASTABILITY 94%
Not a huge amount of variety, but arcade feel means you'll come back to it again and again.

OVERALL 96%

A stunning arcade experience, blindingly fast and exceptionally violent.

F1 GP CIR

Idea, £10.99 cas

'And it's Nigel Mansell in the lead going into the final lap, he simply must win now... whoops his gearbox has seized up again!'

Well that's Grand Prix racing for you, a combination of driving skill, mechanical expertise and sheer luck. In *F1 GP Circuits* you can drive for ~~any~~ of four 'fictional' teams, each with its own strength: the Ferreri car is fitted with the best engine, Mc Loren with the best chassis, Williams with the best tyres and Leyhouse with the best brakes.

The Grand Prix season starts in America. As in the real thing, you have to set a qualifying time to determine you position on the grid at the start of the race. The race view is from overhead with the track scrolling downwards. Of course there are plenty of twists and turns in the road, but these are 'signposted' in the panel above the playing screen. There are nineteen opposing computer-controlled cars, and these are swines to pass as they swerve all around the track. Collision with these causes the car icon in the lower left corner of the status screen to change colour.

This is your damage indicator and as the colours on each part of the car change from white to yellow to red and finally black it's time to visit the pits. These are positioned just behind the starting grid, and by pulling off the main track the pit screen appears. On the left side is your car surrounded by the mechanics and to the right of the screen appears a list of car parts, Tyre, Chassis, Brake, Engine and the all important Fuel. By clicking on the necessary icons the pit team get to work with their spanners, screwdrivers and sledgehammers. When finished, click on Go and it's back to the track to complete the five laps that make up each race.

At the end of the race, World Championship points and bonus cash are

F1 isn't quite as bad as it looks. There's no real strategy other than choosing which car parts to buy and when to visit the pits, but the simple driving section is quite fun to play. I reckon the computer drivers all went to the Ayrton Senna school of motoring — they certainly don't mind shunting you out of the way or just ramming you off the track! Frustration is eased, though, by the way your car can take loads of damage before finally conking out — I think old Nige could do with one of these.





● Mansell's in the pits again! But his car's okay, he's just refuelling.



● Still in 20th position, but you should be able to overtake this tailender on the next straight.

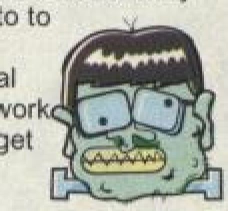
RCUITS

ssette, £14.99 disk

awarded to the top six drivers. In the first three races (USA, Brazil and San Marino) you must qualify in the top ten places to avoid the dreaded 'game over' message.

But from then on the more points you possess the more chance you have to survive. As your cash builds up it's a good idea to visit the shop to improve your car's performance with four grades of tyres, chassis, engine and brakes for sale.

F1's decent title tune and neat presentation leads you to think that this may be a racing game in the *Pole Position/Pit Stop* league, but sadly it isn't that good. The car sprites are attractive, but can't compensate for the simplicity of a purely vertically-scrolling overhead view perspective. The bends aren't that difficult to negotiate — obviously — and the continual flipping of the disk version is a tad annoying (I hate to think what tape will be like). And although the game is initially fairly playable, there isn't really enough of a challenge to to keep you playing long enough to reach the final race in Italy. Once you work out a technique how to get past the psycho drivers tedium soon sets in.



● Revving up at the start of another Grand Prix — your position on the grid is determined by your qualifying lap time.



PRESENTATION 56%
Okay presentation screens for car and driver selection, shop and pit stop.

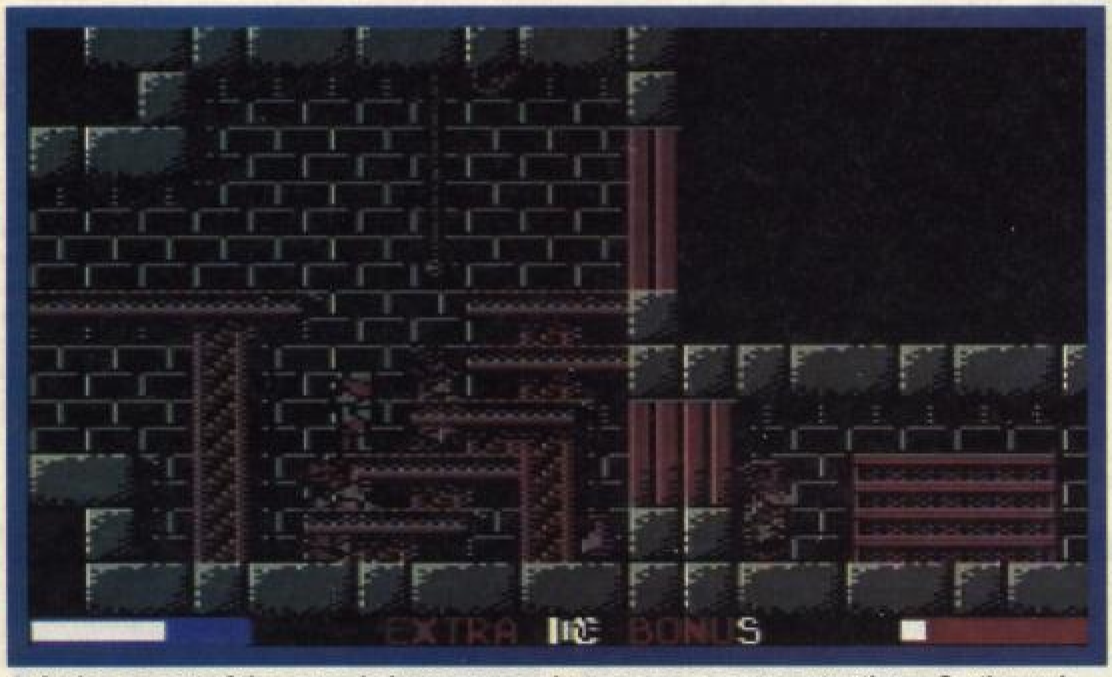
GRAPHICS 54%
Adequate car sprites, but the backgrounds are very samey.

SOUND 60%
Decent intro and presentation screen tunes give way to ultimately annoying vroomy sound effects.

HOOKABILITY 57%
Initially, roaring round the track, setting records and winning races is fun.

LASTABILITY 52%
But tedium soon sets in due to repetitive gameplay and graphics.

OVERALL 54%
Dated racing game.



● A nice aspect of the game is how areas only appear once you enter them. Go through the door on the top right to reveal a new corridor.

SWITCHBLADE

Gremlin, £10.99 cassette, £15.99 disk

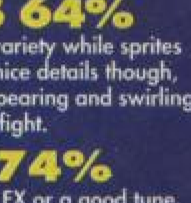
The cyberworld of Thraxx has been invaded and everyone on it ruthlessly slaughtered — except you, Hiro, the last of the Bladeknight warriors. As Havok and his army of mutant warriors gloat amidst the blood-splattered ruins you plot revenge. The legendary Fireblade has been shattered into sixteen pieces; find them all and the magical sword will reassemble, enabling you to defeat Havok.

It's a familiar storyline and the gameplay — a mix of beat-'em-up, exploration and platforms-and-ladders — isn't that original either. One novel feature is the control system: movement is perfectly conventional but combat is unusual. At the bottom right of the screen there's a status bar which rises as you hold down fire. Depending when you release fire you get a punch, high kick or low sweeping kick. It's an odd system but it works well enough and means you're not struggling to get joystick diagonals. Another status bar shows Vitality, when this reaches zero you lose one of five lives.

True to its arcade-style intro *Switchblade* is packed with objects to collect. Besides weapons (see box) there's bonus gems (including Orbs which shatter if they hit the ground!) and letters to collect — spell B-O-N-U-S for 10,000 points and E-X-T-R-A for another life. Most are concealed in special blocks which disintegrate when punched.

The game is set in the Undercity, a vast labryinth packed with platforms, ladders, traps, monsters and hidden exits. Traps include proximity-sprung spikes, while monsters come in 16 increasingly powerful varieties. With such a large map to explore it's unsurprising that Hiro himself and most of the enemy creatures are rather small, but later on there's the promise of some bigger creatures.

Originally released a year ago on the Amiga *Switchblade* was a big hit with some people for its coin-op feel — the intro, biggish map, numerous bonus items and weapons — but the graphics were unimpressive on 16-bit and are similarly disappointing on the C64. They're not bad but they just don't have the detail or variety to compete with games such as *Myth* and *Hammerfist*. Nevertheless while gameplay is unoriginal, it works very well and mappers will probably find it compulsive.



A bit of a late conversion, this, and sadly suffering the same faults as the Amiga original. Exploration is fun at first, with plenty of hidden exits and bonuses to discover, but there just isn't enough graphical or gameplay variety to keep you coming back. Most baddies are easily despatched by standing on a crate and kicking their heads in — except the countless scuttling scorpions which are hard to avoid/kill and soon get on your nerves.



POWER-UPS

● All the weapons below are thrown and vary in strength according to how long you hold down fire. All except the Fireblade have limited ammo. Most can be enhanced by up to eight extra points by collecting power-up shields. To get maximum power you must hold fire down until it reaches the end of the bar. Other power-ups increase fire rate, replenish vitality and give 16 seconds of invulnerability.

- **BLADE:** Can be improved in range.
- **SCORCHBALL:** Only stops when it hits a wall or exceeds maximum, improvable range.
- **DART:** Limited range with no combat rating effect.
- **SPINBLADE:** Improvable speed.
- **NEEDLE BOLTS:** The higher the rating the more you throw!
- **TRISPIKE:** Unlimited range, no combat rating effect.
- **FIREBLADE:** Collect all the pieces to get this permanent weapon which has an unlimited range and the most powerful hit power of all.



● The cybercity is packed with over sixteen different monsters, and until you get a weapon fists 'n' feet are your only defence.

PRESENTATION 70%
Simple but attractive intro and choice of FX or music.

GRAPHICS 64%
Flickscreen backdrops lack variety while sprites are undistinguished. Some nice details though, such as bonus point totals appearing and swirling debris after a fight.

SOUND 74%
A choice of reasonable spot FX or a good tune.

HOOKABILITY 71%
Easy to get into and exploration is initially addictive.

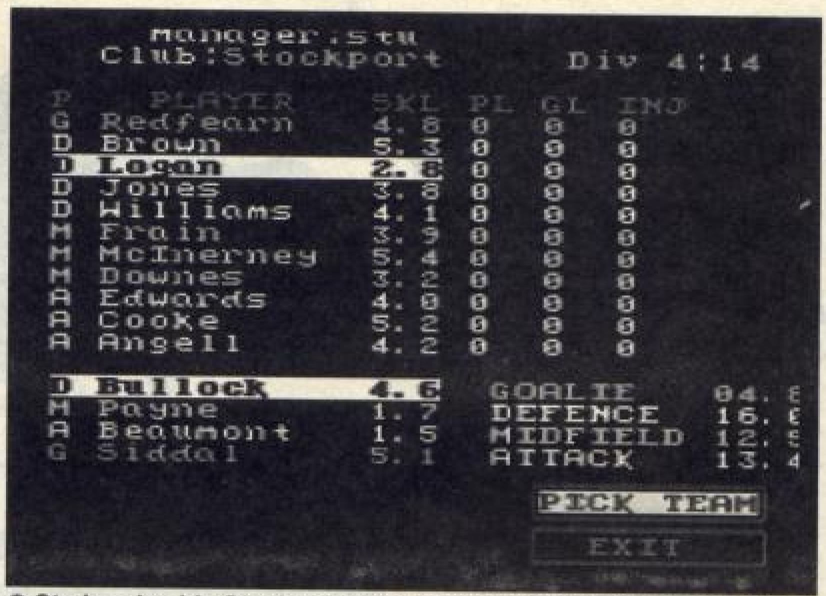
LASTABILITY 60%
128 screens aren't that many and graphic variety is limited.

OVERALL 67%

A faithful conversion which genre fans will enjoy.



● The main menu, clockwise from the left: Ground Improvements, Squad, Play Game, League Tables, Transfers, Save/Load, Cup, Results, Fixtures and Bank Statement.



● Stu juggles his Stockport team, replacing defender Logan with the more skilful Bullock.

Multi-player SOCCER MANAGER

D&H Games, £9.99 cassette

Ever since *Football Manager* started the ball rolling, there seems to have been a constant stream of footy management games. Most have claimed extra features over previous efforts, but what's truly innovative about D&H's latest is that it allows up to four human managers to take part, each in charge of their own team.

Of course, you can't expect to manage Liverpool straight away — you're each given a lowly Fourth Division team to start with, sponsored by a suitable firm, eg Commode Antiques, who'll give you money if you do well. Should you do exceptionally well a bigger club may ask you to be their manager.

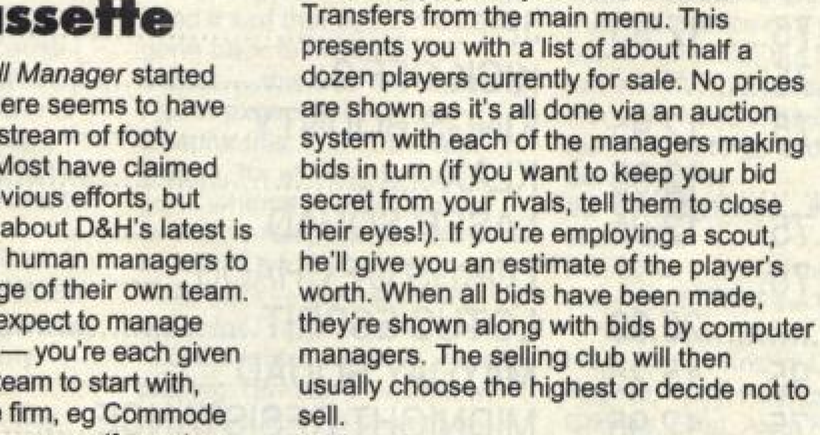
Each player takes it in turn to access the management options from the icons of the main menu. The most important option is Squad which allows you, via a sub-menu, to pick your team for the next match. All your players have a set position (goalie, defender, midfielder, attacker) and a general skill rating out of 10. This can be improved by training in one of three skills relevant to their position (eg tackling, control and passing for a defender). However, as there is no reference to these individual skills anywhere else, how are you meant to know what to train each player in?

Some players are beyond help though, so you can sell these (only one per week), choosing between the cash offers made by other clubs.

To buy players, you have to select Transfers from the main menu. This presents you with a list of about half a dozen players currently for sale. No prices are shown as it's all done via an auction system with each of the managers making bids in turn (if you want to keep your bid secret from your rivals, tell them to close their eyes!). If you're employing a scout, he'll give you an estimate of the player's worth. When all bids have been made, they're shown along with bids by computer managers. The selling club will then usually choose the highest or decide not to sell.

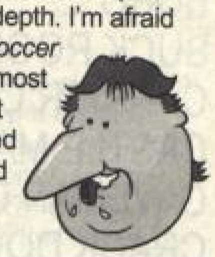
The other options in the main menu are mainly status displays: your bank statement, league tables (also allows you to see any team's squad), fixture list (for this week), results (from last week), and your next FA and League Cup matches. There's also a save/load function and a novel Ground Improvements option. This allows you to increase ground capacity (you're not likely to need this unless it's a top club!) and safety (if this is low, you're more likely to be fined for crowd violence).

● Oh dear, it seems Stu doesn't have quite enough cash to put in a sensible bid for goalie Flowers.



And finally, of course, there's the Play Match option. So what match representation do you get? A neat graphical view of the action? Okay, how about a running commentary? Maybe a clock ticking down with goals and other events occasionally being flashed up? No, not a sausage! All you get is the result along with any scorers and injuries.

This I could put up with if the management options were any good. But once you've bought a few players there really isn't much to do other than compare your team's Goalkeeping, Defence, Midfield and Attack ratings with your opposition's to maybe make the odd tactical team alteration. But this is no advance on the ancient *Football Manager* — and even that had match graphics! The addition of the multi-player feature can lead to some fun rivalry between managers, but it can't make up for the total lack of real tactical depth. I'm afraid in my opinion *Multi-Player Soccer Manager* is little better than most budget football management games, and totally outclassed by the recently rereleased and infinitely superior *Tracksuit Manager*.



CREDITS

Program: R Thomas and R Walker

PRESENTATION 52%
Woefully inadequate instructions, neat icon-driven main menu.

HOOKABILITY 56%
Disappointingly no match representation, but some simple fun can be had with two or more managers.

LASTABILITY 40%
There's not nearly enogh management decisions to make, especially match-related ones, so it soon gets dull.

OVERALL 45%
Not worth the transfer fee.

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RRap

● Your chance to spout forth on the C64 world...

This month there's plenty of controversy over cartridges, ZZAP!'s rad redesign and, sadly, a reader's tragic suicide. It's all in your variety-packed Rrap!

SORRY!

Dear Lloyd
Please print this letter as there is an important reason. I felt I must write to ZZAP! again, not only to thank you for printing my previous letter [Issue 74] (my first attempt, believe it or not) but also to clarify a few things.

Firstly, I never said that Michael Bather and Colin Finn were 'totally miserly', just 'a bit'. If I did write this then it was absent-minded of me to do so — I can't remember because I was daft enough to not make a copy of my letter. Everyone is entitled to their own opinion, carts or otherwise. I was not out to humiliate these guys, and I'm sorry if they got that impression.

Secondly, in my comparison to carts and cheap budget crap, perhaps I did not make my point clear enough. What I meant was I'd rather not buy one or two budget titles every week, but I'd much rather save my cash for a good cart game. However, not all budget games are rubbish (I recently purchased *CJ's Elephant Antics* and jolly good fun it was too!). It's just that many of these low-price games are poor ones that were only recently full-priced. Of course I acknowledge the fact that there are some people who cannot afford many games at all, and it is these people to who I feel compelled to apologise.

I hope this has sorted everything out. Talking of carts, I find it sad that System 3 have gone back to the tape/disk format — this was the company I least expected to do so! Despite this, I congratulate Ocean, for sticking to their guns when it comes to carts (*SCI* and *Navy SEALs* are brilliant!) I'm looking forward to *Toki*, but I've cancelled my order for *Pang*! Shame, that!

Onto lighter subjects, I'm still playing *Turrican 2* — I know the maps like the back of my hand but I find it tough nevertheless! Imagine my sheer delight when I heard the rumour of a *Turrican 3* under development. Yes, I know it's only a rumour, but if it does go ahead, who on earth is going to come up to the technical expertise of Manfred Trenz?! I hope it really will be the final flight this time or the series will be like the 'Police Academy' films (ie stale!). Anyhow, here's hoping!

Lastly, seeing as I've mentioned *Elephant Antics*, did you know there's a clothes shop in Norwich called 'CJ's', Yep, its true. No chance of a photo for proof, I'm afraid, but I can give the address: 15 Oxford Place, Norwich. Maybe the Genesis team ought to go and check it out sometime.

SJ Bambridge, Norwich, Norfolk

PS. (Only this one, this time!) — can I say hello to the following — Carl, Matt, Gooch, Jo, Gayle, Hide, Mercy, Kris 'n' Chris, Russell, Tony, Ray, Lotts, Charles, Glad, Alec, Paul, Helen, Mum, Dad, Pob the Cad, Freddy Fudpucker, Fearless Stripper, anyone else I've missed, and of course the ZZAP! crew. HELLO, YOU LOT!

● Thanks for putting things straight, SJ. I'm sure Michael and Colin will appreciate the 'apology'.

Budget software is a mixed bag, just like full-price stuff, so the least risky way to find out the classics from the duffers is to read the ZZAP! reviews first!

I'm intrigued by this 'CJ's' shop — do they sell extra large clothes?! Do any other readers know of shops sharing names with computer games or characters? And speaking of characters who are these people — Hide, Pob, etc — I remember the days when people had real nicknames, like Ginger, Biffo and Magnificent Mangy!
LM

QUESTION TIME

Dear Lloyd
There are a few questions I would be grateful if you could answer.
1. Are there any plans for *Defender Of The Crown 2*?
2. Is *TV Sports Football* coming on cartridge?
3. When is *First Strike* coming out on budget?
4. When is *Speedball 2* coming out on the C64?
5. When is *Final Fight* coming out on the C64?
Hyomin Kim, Surrey

● 1. It seems unlikely considering Cinemaware's current financial difficulties.
2. No, as revealed last ish, the tape/disk version has already been deleted by Mirrorsoft.
3. It was rereleased quite a while ago on the Encore label, earning 90% in Issue 66.
4. Work is underway, but there's no firm release date as yet.
5. It's due for an autumn release by US Gold.
LM

REVENGE OF THE KILLER PENGUINS FROM ROTHERHAM!

Dear Lloyd
After a fair few months of rotting away in the dumper, it seems that ZZAP! has finally got it's act together again, and is now, rather sensibly, concentrating on the good ol' C64. There was really no way that you could have continued to keep the Amiga coverage for much longer, without losing most of your readers. Nowadays, there are absolutely masses of Amiga games cropping up everywhere, and ZZAP! just wasn't giving itself enough space to do the machine justice. And even if it did, then all the C64 owners would have, quite rightly, complained that the mag was becoming dominated by the Amiga.

You really had to choose between the one or the other, and for a while I was beginning to think that the C64 was going to get booted out!

Luckily, you made the right decision, by dedicating the entire mag to the C64 which is a very brave and admirable thing to do.

Anyway, I just thought that I'd air my humble opinions on the new-look mag.

● The Covertape
It's good to see that you've finally decided to put the tape into a snazzy little box, but what happened to the promised *Gribbly's Day Out*? I'd been looking forward to that all month!

The tape was still pretty good though, with the utter weirdness of *Iridis Alpha* putting a lot of recent blasters to shame. *Steel* was also a great little game, although I'm not sure what *Shotaway* was trying to prove. I think it would be best if you tried to steer away from these amateurish games.

● The Reviews
The new-style reviews are absolutely excellent! They're much more brighter and readable, with an impressive amount of screenshots to gloat over. Superb!

The budget section was also good, but could do with being a bit bigger in future. There's still a heck of a lot of budget games that have yet to grace the pages of ZZAP!. How about a Budget Special sometime, rounding up all of the unreviewed ones?

Castle Software

UNDER NEW MANAGEMENT

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ZZ08

● Pig In A Poke
Still as brilliant as ever, and quite easily the best tips section around.

The free tips booklet was a bit of a waste of the Planet's resources, though. What we really want is an extra special booklet, crammed full with tips on all the golden oldies, instead of the minuscule amount that were provided. So there.

● The Think Tank
Conspicuous by it's absence. I noticed that Boris Myashirov was still credited as the contributor, but failed to spot the actual contribution. Why don't you revamp the section, and turn it into a bit of a novelty item again, similar to the days of Chuck Vomit?

Maybe The Scorelord could be tempted to take over the section? Or perhaps even the much-missed Ken D Fish?

Well, that's my lot, don't forget to keep up the good work.

Daniel Salter, Rotherham, S Yorkshire

PS. If this letter gets printed, please give it the title 'REVENGE OF THE KILLER PENGUINS FROM ROTHERHAM!' Don't ask why, it's personal.

● Sadly, we aren't able to bring you* Gribbly's Day Out *due to legal difficulties. Contracts had been signed over the game and we were confident it would all go ahead, unfortunately a third party has raised legal objections and everything has been put on hold. I thought* Shotaway *was very good, and there are more excellent reader games to come. A recent ELSPA (European Leisure Software Producers Association) meeting has decided covertapes should be limited to two full games per issue (and no full-price games for 16-bit owners in future), subsequently demos and reader games (which aren't affected) seem likely to become more common.

What do you mean 'minuscule amount' of tips in the Tipsplus booklet? There were extensive tips for* Last Ninja 3 *and plenty of others. Some people are never satisfied!

From now on Boris will be reviewing games in the normal style, so there won't be a Think Tank as such.

LM

NO MORE

Dear Lloyd
Britain, as you know is a democracy. In my book, one of the advantages of this is freedom of speech. This privilege was exercised in Issue 74 by Sandie Norton and I would just like to say one thing to her: I Hope Your Pleased With What You've Done.

I'll tell you why I said that. Arthur Ennimore is, sorry, was a very good friend of mine. I will always remember what happened this morning as he eagerly ripped the wrapping (rrapping?) off the magazine. He went straight for the Rrap and his expressions as he read the sentence 'Arthur Ennimore...is a p**'t' will be imprinted on my mind forever. It was horrible.

To cut a long story short (thank God, I hear you cry) Arthur Ennimore this morning killed himself using a loofah, three potatoes and one of his teapots (the 16th Century one from Sierra Leone). I won't give the full details as young people read the magazine but you get the idea.

Ok, Arthur Ennimore did have a slightly inflated ego, I grant you. But what was the point, Miss Norton, of using language like p**t, and earlier in the letter, bl***y? Arthur Ennimore was a model citizen of our fair (democratic!) nation. I remember the strongest language he ever used was 'Oh, fiddlysticks!' when he had accidently sent 43 million people to their deaths. He would never, I repeat never, have even thought about using such filthy language, let alone have it published in a national magazine. He set an example to us all and will be sorely missed.

Finally, Arthur would have wanted me to offer Miss Norton advice. She obviously has an exclamation mark fetish and should seek help as quickly as possible.

Lloyd, one person's thoughtlessness and, as some nasty cynical people may say, jealousy has caused the world to mourn the loss of Arthur Ennimore. I appeal to everyone writing to the Rrap: Think about what you write, and what you write will be alright. Or something.

Matthew J Lancey, Worcester

Boo hoo!
LM

LEMON SQUEEZY

Dear Lloyd
I would just like to say how easy *Turrican* and *Turrican 2* are. I can complete both without losing a single continue. My highest score on *Turrican 2* is 4,999,920 with 47 lives and 9 continues (although your review and the manual say you can only get a maximum of 5 continues). Some people will say that I've used a poke (although I don't own a restart cartridge) or a cheat which I haven't. The first day I bought it I got to level 3.2 and on the third I completed it. No sweat.

I would just like to ask of these games which is the best: *Supremacy*, *Last Ninja III* or *Navy SEALs*.

Allan Brereton, Swindon, Wilts

PS. I like the new look.

● Three excellent games there: which one is the best really depends on what game style you personally prefer.
LM

CARTRIDGE CRACKERS

Dear Lloyd
I was angry and disappointed to read 'Cartridge Cracks' in Issue 73's Rrap. There goes one of the best things about cartridges we were promised. Then I thought about it a bit more and became even more angry and annoyed. Just what is the point of cracking cartridge games? You said yourself that constant multiloading would make the game pathetically unplayable. The only motive I can think of is megalomania — 'I'm such a clever little pirate, you can't stop me, I can crack any game', etc. OK, well done, you've beaten the software industry. But meanwhile, back on earth, all those publishing houses attracted to cartridges because of the foolproof copy protection will be forced to reconsider their position. They've already seen the disappointing C64GS sales and we're also in the middle of a recession. It's enough to put companies off the 64 entirely. Do these pirates want to stuff up the 64. Maybe I'm overreacting but I do think that the pirates should consider more carefully how their actions affect the market before they pointlessly copy games.

Anyway, that's the complaint over with. I've also got a few questions that I've been saving up for just an occasion;

1. Somewhere on the way from Ludlow to Perth my copy of Issue 69 was misplaced and I've just got around to wondering what happened to it. I realise that it's probably not your fault but I would like to know who the best person to complain about it to is.
2. I've noticed a tiny rectangle on the Megatape info page saying I can return faulty Megatapes to ZZAP! to be repaired. Does this apply to all Megatapes or only recent ones? What about Megatapes that used to work but don't any more? Do I have to include a stamped, self-addressed envelope to get it back? I think this information should be included on the info pages since I have heaps of useless Megatapes which will be on their way to you if the answers are yes/fine/no.
3. I know you don't like this question, but could you tell me what's involved in reprinting old issues? I need them because I bought a lot of games off a friend, most of them ancient and without instructions and I rely on the ZZAP! reviews to find out what I'm meant to do. If I could only get a full set of back issues I could find instructions to *Mercenary* (Issue 11), *Blade Runner* (Issue 10), *Spy Vs Spy* (Issue 6), and maybe work out how to get the plane out of the hangar in *Raid Over Moscow*.

Matthew Exon, Western Australia

● I don't think the cartridge crackers had anything to do with the failure of the GS. It's just that, faced with the choice of a cartridge-only keyboardless C64 console and a proper C64 computer, most consumers wanted the latter — as proved by the C64's consistently high sales figures.
1. Subscriptions enquiries/complaints should be sent to Caroline Edwards at the usual ZZAP! address. I've passed your complaint on to her.
2. All faulty Megatapes will be replaced free of charge, no need for an SAE.
3. We don't reprint magazines due to the immense expense, but we do have a stockpile of back issues for sale — look in the Zzuperstore for more details.
LM

CARTRIDGE CRITIC

Dear Lloyd
On a recent visit to one of my local major electrical stores I enquired about the C64 GS console to be told it was a fine machine, great value etc. However, once I'd assured the assistant I wasn't looking to buy one — already owning a C64 — and instead merely interested in its progress the assistant admitted to his knowledge they'd sold 'bugger all for months' despite Nintendos and Segas still selling solidly and the unexpectedly high Gameboy sales. Recent reports have suggested a similar story nationwide.

So, has the GS been a failure? And if so why? The first reason has to be the superior marketing of the other two mid-priced consoles both of which are, in truth, inferior. In November 1990's ZZAP! Commodore boasted of a superb new advertising campaign, 'not disclosing the product name for 35-40 seconds'. This advert consisted of an aborigine throwing a boomerang and catching it. Inspired! Computer advertising is not like cigarettes or lager where the products do not vary

KIDDIE CARTOONS

Dear Lloyd
I have a few points to make about ZZAP!, the 64 and everything, so here goes:

1. The New Look!
Well congratulations for going back to 64-only. After all, 96% of Amiga games are fancy graphics and sound with little playability! But, I don't like the way the reviewers are shown by a cartoon — it looks a little childish for my liking, and there's no indication of a 'thumbs up' or 'thumbs down', something ZZAP!'s younger readers may have relied on as they can't read all the words! It is a good idea, though, for one of the reviewers to comment in the intro.

The introductions and reviews are now longer, and better for it. Only one snag, the printer/publishing technique used doesn't like dollar signs ($), often used in the tips sections (see the accompanying Tipsplus on issue 74 to see what I mean!) and this means hassle for Rob H! Also, you've started to give a full page to original budget games — good move!

2. Cartridges
Well, well, well. The GS hasn't sold well and even System 3 may not put *Last Ninja 3* on cart. The problem with the GS was that it was priced wrongly at the start. For less you could buy a Sega! I mean, let's face it, if a child wants a console, he wants to see lots of games out for it, and so he'll buy the Sega. The GS has been slashed in price (well it has here anyway) down to £59.99, BUT a Sega is now the same price. The choice is obvious. The only advantage of the GS was that games were cheaper, and even then at £20 it's a bit steep! If Ocean released a game on tape, disk and cart, the tape would sell more because it was cheaper (people are quite happy to wait for a multiload!). Some carts are also a rip-off! One cartridge compilation has *Fast Food*, *Pro Tennis Sim* and *Pro Skateboard Sim* at £24.95. But all 3 games have been released previously by Code Masters at £2.99, therefore the cart is £15.98 dearer!! Also the ads for carts are misleading — since when did one meg equal 128K?

3. Games and General in ZZAP!
First of all, a reply to Giacomo di Giacomo. SILLY cheats? USELESS music listings? I'm sure most people are grateful for these (and I hope Kristopher Roebuck likes my Maniacs listings!) and anyway music listings give a new lease of life to an old game — you can load it, play if you want, reset, then get the music hacked for a bit of fun! And as for STUPID pokes, well, what can I say? Many readers find certain games too hard, or unplayable, and infinite lives provide a relief. And most people play a game for AGES before using any POKES or cheats anyway! And if Mr Di Giacomo thinks I'm saying this just because I'm in the tips bit, well let me say this. I like adventures, RPG's etc, but many people don't, and ZZAP! has to cater for a majority, and if the majority complain about adventures etc, then so be it.

Also I am pig-sick of readers complaining about the marks in ZZAP! Instead of the silly, '96% was too high for this' etc, maybe the reader should say exactly what they didn't like (ie bugs — there's a few in *Last Ninja 3*!) and maybe say what were the good bits of it that they thought could be developed further. This is clearly why System 3 are doing *Turbo Charge*! (For more on this topic, see Issue 26, page 9, a letter from a certain Stuart Wynne!)

4. Tie-ins!
I am sick of them! I mean there's only so much you can do with a film tie-in, and nothing you can alter in a coin-op tie-in, so why bother? Easy. The majority of software houses know that people will buy a tie-in because of the name (witness *Dick Tracy* & *Turtles*!). This is a shame because it lowers the reputation of the software house involved and also it means that people like ZZAP! get these games months after release so they can't be slagged off.

5. Rereleases
Why oh why do software houses rerelease a game six to nine months after originally out? This can be really galling for people who've bought the game when it was first out. They can wait a few months and it'll be rereleased! I think that games should not be rereleased until THREE years after it's original release, then people will buy the game when it comes out, making software houses more money!

6. Quick Questions
(a) What's happened to Ocean? Over the last 5 months only *Navy SEALs* has been released! (And even that was late!)
(b) Why don't more people do good end sequences (ie *Last Ninja 3*)? It makes finishing a game worth it!
(c) Why do original games not sell well still? Is a ZZAP! good rating not good enough to convince people that the game is good?
(d) Is anyone going to license *Rude Dog* for the C64? (The only of the few unremaining licences that I would like to see if it's done well!!)

Well that's it then. I hope this is constructive enough for you to print!
Warren 'Waz' Pilkington, Manchester

● *1. Glad you like the new design. As you can see from your letter, the problem with the dollar symbols has been solved. What happens now is that Robin types a pound sign on his computer which comes up as dollar on his screen! When the file is transferred to Phil's computer the dollars show up as pounds! Then when the file goes up to the Macintosh computers for layout, guess what, the pounds reappear as dollars! Just what effect all this has on the exchange rate, I don't know!*
2. Even though the GS didn't do that well, cartridge software looks set to stay. I'm not convinced that people are 'happy' to wait for a tape multiload. Certain heavy multiloaders benefit hugely from conversion to cartridge (eg Fiendish Freddy). Hopefully, though, software houses will really take advantage of the cartridge, creating games that would not be feasible on tape, or indeed improved versions of existing tape games (eg Anco's forthcoming Kick Off 2 cart).
3. Looks likes Giacomo touched a raw nerve!
4. Obviously a tie-in name helps to sell a game, but what's wrong with wanting to play your favourite coin-op in your bedroom or take the leading role in a great movie? There's nothing wrong with licences as long as they're well implemented. *Untouchables* in particular was an imaginative original game using a movie theme. Unfortunately so many people buy on the strength of the name alone, eg *Turtles*, software houses know they can't wrong with a licensed game. Original games are a bigger risk and sadly not many people are doing them.
5. Software houses are in the business of making a profit, so if they could make more money by delaying rereleases they surely would. Usually it's the poorer games that didn't do well first time around that get rereleased soonest. After all *RoboCop* has still to appear on budget! It's up to every consumer to decide whether to pay full whack now to get the latest game or wait for it to appear on budget or compilation. It's a free choice.
6. (a) Ocean have been quiet lately, but then again it is the middle of the summer slump. Come autumn time they'll no doubt unveil a host of new games.
(b) Yes, end screens are so often disappointing. Perhaps programmers don't think it's worth spending too much time on an elaborate end sequence that not everyone will reach. Things are improving though with even coin-op conversions getting better, eg *Shadow Dancer*'s brill end sequence.
(c) Original games can sell well, eg *Creatures* which has sold like hot cakes.
(d) No news yet.
LM

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greatly, except in taste which cannot be sampled via the screen, so the copywriter just emphasises the product name. With computers they can in terms of graphical display be sampled on screen and should be. A basic advert of a GS with such games as *Fiendish Freddy*, *Batman*, *Chase HQ II* being played would be simple in the extreme but highly effective.

Commodore may well blame the recession for the low sales but with sales of other consoles roughly being maintained it is clear money is still being spent. Commodore should also bear in mind the GS is not their first failure of recent years: the C16, plus 4 and C128 all spring to mind with the Amiga the only — admittedly notable — exception.

With the GS's failure it is now surely only a matter of time before Ocean and other supporters consider pulling out. Games like *Robocop II* and *Chase HQ II* have surely sold less than they would have done with a standard tape/disk release.

One of the more attractive features of cartridges is their easy access. The only one I own, *International Soccer* (!), I still play now and again to end a gaming session which I'm sure I wouldn't if I had to wait for loading. As was pointed out in the *Chase HQ II* review, it is games which would normally require a multiload which benefit most in terms of playability but at £20 does it justify the cost?

I could buy *Lotus Esprit* and *Super Monaco GP* for the same price. With games like *Pang* and *Robocop II* requiring fairly little loading time the argument for making them cartridge only is even weaker and within months I believe Ocean will change to cass/disk/cart releases as some software houses like Dinamic are already doing.

In conclusion, Commodore need not panic. It should be remembered that they have one advantage over other consoles in attracting software support: the largest user base with literally thousands of C64 owners. Therefore at present, I wouldn't advocate another price drop, just better marketing.

S Buckland, Worcester

● ***Commodore's marketing has sometimes been a little strange, remember the big drums and elephant from years past? The boomerang was probably the weirdest though — 'a little bit of Commodore in all of us'?, are they confessing to industrial pollution or something?***
LM

CARTRIDGE CRAZY

Dear Lloyd

Since the launch of the C64 cartridges, I have read with interest, the many letters you receive regarding the high price of these games.

To begin with, I will tell you that I have had a C64 computer for over five years now and have been a regular reader of ZZAP! 64. Regarding the price of the cartridges, I totally agree with your point of view in that you pay for what you get. I have bought nearly every single cartridge game available for the C64 and am not complaining about the price at all. I think that they are excellent value for money and am pleased that Ocean and System 3 are supporting the launch of the cartridges. Below are my personal ratings for the cartridges I have. I hope you will print them so that new owners have an idea on what to buy.

Navy SEALs	97%
Ninja Remix	95%
Shadow Of The Beast	93%
SCI	88%
Robocop 2	85%
Flimbo's Quest	85%
Fiendish Freddy	85%
Int Soccer	90%
Klax	80%
Rick Dangerous	85%
Microprose Soccer	93%
Stunt Car Racer	90%
Myth	91%
Batman The Movie	84%

As you can see, I didn't buy any of the rubbish games such as *Vindicators* or *Cyberball*. It's a good idea to ask to play the game before you buy it.

Now that I've got that off my chest I'd like to make a comment on the subject of reviews. Looking through some back issues of ZZAP!, I have noticed that sometimes you under or overrate games. I will bring two examples to your attention. The first is *Super Monaco GP* by US Gold. No way does this game deserve 91%. *Lotus Esprit* only got 90% and it's much better. In *GP*, there are hardly any cars on the track. Once you get pole position, no more cars appear; unlike in *Lotus* where you can lap cars. The game is much too easy as well. On my first go, I got onto track 3 and have now finished the game. I must confess that the tunnel effect on track 3 is great and game is fairly fast. It also benefits from a good loading system unlike *Lotus* which has a pretty bad multiload. For anyone considering buying *GP*, I would advise them to try the game first or just to buy *Lotus Esprit Challenge* as it's far better.

In the case of *Navy SEALs*, the game was underrated. It got 93% and I think it should have got 97% which is what you gave to games such as *Blood Money* and *Armalyte*. *Navy SEALs* is brilliant. Easily the best cartridge game available at the moment. I have got to the very last level but haven't finished the game yet. The animation on the main sprite is what makes the game stand out.

Thanks for an excellent mag and I hope you have taken my views in good faith.

Kashif Shuja, West Yorkshire

● ***Well it's nice to hear from a cartridge fan for a change: thanks for the game ratings.***
On the subject of under/overrating games, it's largely down to personal taste when it's only by the odd percentage point. nobody's perfect but I think the reviewers get it pretty right most of the time. I personally loved* Navy SEALs *too but it wasn't incredibly original and I think the mark was about right, unlike some other mags which haven't even given it 90s.
LM

MEGAGAMES ?!

Dear ZZAP!

I am writing to complain about the hypocritical attitude of the ZZAP! team to the games on the Megatape. Many of these offerings, like *Slayer* or *Bombuzal*, are true classics and deserve the praise that you pile on in the blurb. On the other hand, the following games are utter crud and received their just desserts when they were slagged off by all concerned in days of yore:

3D Lunattack
(ancient, jerky and crap)
Ocean Conqueror
(badly implemented strategy)
Wizard Warz
(see the original ZZAP! review)
Dicky's Diamonds
(rubbish five years ago, rubbish now)
Connect Four
(get real!)

Don't get me wrong. I think that the Megatape alone would be worth the two quid cover price on an average month. Even the lousy games are good value for nostalgia or a cheap laugh at the programmer's expense. What annoys me is the fact that ZZAP! is compromising its status as the most objective Commodore review mag by hyping software that is clearly past its sell by date. From *Knight Rider* to *Dick Tracy* the software publishers have developed this selling technique to a fine art. Surely ZZAP! does not want to condone the form of deceit that pirates so often cite as the moral justification for their actions?

Graham Auty, Leeds, Yorkshire

●***To be honest we usually don't have the space for hype, instead we simply print each game's full instructions so you're not missing anything from the original packaging. I honestly don't think we do give any 'fake hype'. As for* Dicky's Diamonds, *Phil liked it!***
LM

SALAD DRESSING

Dear Lloyd

I have a few questions:

1. *The Search For Sharla* was advertised in ZZAP! but I have never seen the game in the shops. Did Thalamus not release it?
2. When is the release date of Cyberdyne Systems' *Armalyte 2*?
3. Is the *OCP Art Studio* a decent art package and could you name any other good ones?
4. When the new-look C64 came out, did Commodore alter the sound chip because when I load games with speech it comes out muffled and not very clear, although on my mate's old C64 the speech is as clear as a bell? Can I get an old sound chip put in my new C64?
5. The Rowlands brothers are a great programming team but I think they left a bug in *Creatures* (Tape version) because everyone I know, including me, has found that every now and again the program crashes in-game. Tell them, that's what's wrong with all those copies they got from Dave Birch.

Please print this letter as some of the questions are very important to me. Cheers! and long live ZZAP!.

Paul Newman, Reading.

PS. Do you know, Lloyd, you've been with ZZAP! since Issue 5, you old timer. Only joking, it's nice to see loyalty.

1.* The Search For Sharla *was

never finished and will sadly never see the light of day.
2. Cyberdyne are currently busy on several projects for System 3, but they still have plans for Armalyte 2 *when they've got the time.*
3. OCP *is a good comprehensive art package.* Saracen Paint's *not bad value, lacking some features but a lot cheaper.*
4. Yes, Commodore did change the C64 sound chip. Some games (eg International 3D Tennis*) include an option to alter the soundtrack slightly to suit your particular sound chip.*
5. Early copies of Creatures *had this bug. If you have one of these you can get it replaced free of charge by sending it to Thalamus.*
LM

SOLID-STATE ENTERTAINMENT

Dear Lloyd
Can I first say that I have been a C64 owner since 1983 (yes, eight years!!) and I am pleased to say it is still working perfectly. I have also got a copy of *International Soccer* when it first came out for a mere £10, give or take a penny. Due to its instant loading it has been my favourite game for seven years (how's that for lastability) until I got *Turrican I* and *II* — two absolutely awesome games. I can only say that every game should be on cartridge from now on — the extra cost is well worth it. Now a few questions:
1. A few issues ago, you mentioned in The Word that a cartridge version of *Kick Off 2* was being produced, which would be a vast improvement. Have you got any more news of it?
2. What, in your opinion (or Phil's) is the best football managing game? Is it *Tracksuit Manager* (for the C64)?
3. Are there any plans for a C64 version of *Damocles*, the sequel to *Mercenary*?
4. What do you think is the best game ever, ever, ever, ever, ever on the C64?
John Chan
PS. Long live the C64 (especially my ancient one) and Man Utd, European Cup Winners 1991 (I hope no Barcelona fans read ZZAP!).

● Thanks for your comments, John, we can only agree with you over the advantages of cart. I think in all the hype over techie extras, such as theoretically improved 3D, we've lost sight of the main purpose of carts — instant, no hassle, ultra-reliable loading. Simply slamming in a cart anytime you want instantly makes a game a lot more appealing over the long term. What's more they're incredibly cheap, £20 is extraordinary value compared to any other console. Now to your questions.
1. Sadly, Kick Off 2 *on cartridge has been scrapped. The programmers of the original C64 game, namely Enigma Variations, have stopped work on it. However, work has started on* Tip Off*, Anco's basketball sim which should become available on all formats simultaneously.*
2. Yeah! See last month's ZZAP! for the full review of the Hi-Tec budget rerelease.
3. Unfortunately there are no plans for a conversion.
4. Impossible to answer, I'm sure there's some great games to come and how do you pit the 'life simulator' of Alter Ego *against a pure shoot-'em-up like* Dropzone*? Robin loves* Project Stealth Fighter *obviously, while Phil raves over* Stunt Car Racer *and* MicroProse Soccer*. Stu loves* Space Rogue *and* The Sentinel*. As for me, I've got a soft spot for the* Leaderboard *series. But what about* Wizball*,* Turbo Charge *and all the others?*
LM

ASK AGAIN

Dear Lloyd
I'm writing to you because I want some answers, first of all I would like to say is that ZZAP! is the most radical mag for the 64. I couldn't dream of missing an issue. Now that's over and done it's question time.
1. What is happening to the Megatapes? Some of the demos have brilliant graphics etc, eg *Creatures* and *Turrican 2* but once you complete them you have to reload if you enjoy playing it.
2. I recently bought *Finders Keepers*, but I soon got bored with it as I cannot get past the puss in boots. Can you help?
3. On one of the Megatapes can you put *Tetris* and *Hunter's Moon* because these classic games are what I want but cannot find them in shops?
4. Make Rob Hogg get off his fat butt and do an index of all the cheats that have been in ZZAP!.
5. I have heard there's a cheat for the 64's *Rainbow Islands*, but I don't know if it works. It's supposedly activated by putting in 3 credits and then pressing Q,W,E,R,T,Y all together.
6. Hope you enjoy a cup of tea because I do.
7. Bring Rockford back please.
Keep up the good work and by the way, is Scorelord supposed to act hard because he isn't trying very hard.
Joe Mason, Jacksdale, Nottinghamshire
PS. Please forgive the mistakes. I am only 11. I will send you a teabag if you do!

● 1. Software houses often insist that a demo ends when completed.
2. Get the Knife and Fork from the Astrologer's Study and the Leg of Chicken from the Garden Gate Maze, to make a Chicken Bone. You can now get the Large Hairy Dog from Gordon the Trader's Room and take it to the Cat. Drop the dog in front of the cat and it will disappear.
3. Hunter's Moon has only recently been rereleased on budget by Kixx. Tetris is currently the subject of legal problems, so is unlikely to appear on the Megatape.
4. Robin doesn't do the tips any more but, what the heck, I'll tell him to get off his fat butt anyway! Unfortunately an all-time tips index would simply be too big to print, some of the back issues have been deleted, and not all of the tips work! Instead new tips person Corky will be printing some golden oldie tips soon. If you like we could have a 'votes for tips' feature with the most popular request being answered that issue.
5. Corky says he'll check it out.
6. Not 'arf.
7. The aliens who kidnapped him have demanded too high a ransom.
LM

CAN'T PUT C64 DOWN

Dear Lloyd
I have quite a few things to say and a few questions to ask.
1. Why does everyone put the C64 down? I have been an owner of one (and a very proud one too) for nearly 6 months and have enjoyed every minute of it (except when I'm not allowed to play on it). Whenever anyone at school asks me what sort of computer I have and I tell them they always seem to think it is rubbish. What they don't know is that the C64 is a very good home computer:
a) it has the best sound chip in any 8-bit computer and this is also better than the Atari ST's.
b) The games are a lot more affordable than any 16-bit computer at less than £12.
c) it's brilliant.
The C64 is the most popular 8-bit computer.
2. Is *Flood* out on the C64? If so where can I get it?
3. Is there going to be a conversion of *Lemmings* for the C64?
Finally I want to say that *Creatures* and *Chip's Challenge* are the best games available on the C64, I have given them my own ratings:

Chip's Challenge	
Presentation	95%
Graphics	90%
Sound	90%
Hookability	99%
Lastability	100%
Overall	98%

Creatures	
Presentation	99%
Graphics	100%
Sound	98%
Hookability	97%
Lastability	96%
Overall	99%

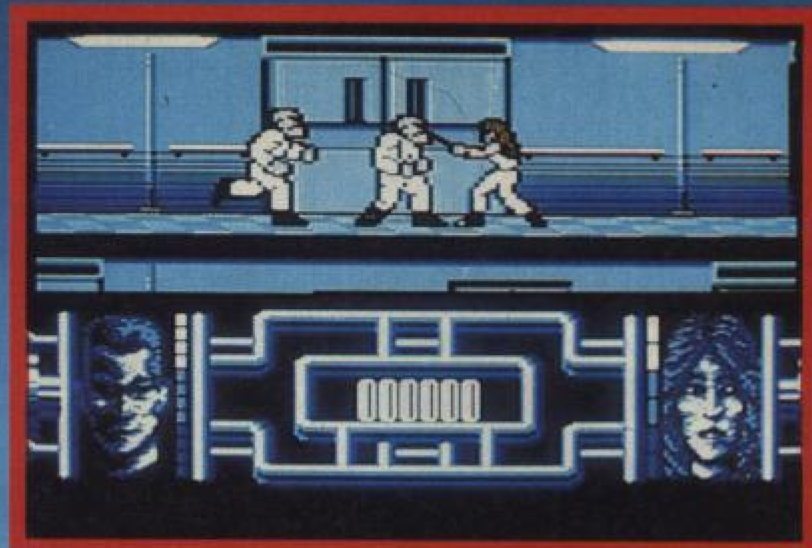
Thomas Finley, Jesmond, Newcastle-Upon-Tyne.
PS. Your mag is brill so please make this the star letter.

● 1. I really don't know why some people put the C64 down. They must simply be stupid.
2. No, **Flood** ***was never converted.***
3. Although at one point Ocean were strongly rumoured to have the **Lemmings** ***licence, it now seems that was for Nintendo and a C64 conversion is unlikely. It's a shame, but it would've been difficult to get all those sprites working and still make it an attractive game. Fortunately System 3 are working on a Lemmings-beater called*** **Silly Putty** ***which will certainly be available on the C64 — we hope to have preview shots very soon.***
LM

How's about that little lot then? And not a single mention of bananas — whoops! If you've got something to say, don't talk to yourself or the wall, send your opinions to *Newsfield, Lloyd Mangram, ZZAP! Rrap,* Ludlow, Shropshire SY8 1JW.



● Level 8 is a vertically scrolling chase with Arnie and Sarah's van trying to outrun a SWAT chopper.



● Sarah Connor whacks orderlies with a broom handle in an attempt to escape Level 4's asylum.

HASTA LA

At $100 million and counting, *Terminator 2: Judgment Day* is the most expensive movie in history. The special effects are incredible, while Arnold Schwarzenegger's fee included a private jet! Ocean's C64 tie-in game will be their biggest yet, with nine levels, and could well be their best. ROBIN HOGG visited Ocean to see Arnie's latest venture pixellized.

'It's *Terminator 2*. It sells itself!', a brief but apt enough description of the film by 20-year-old Bobby Earl, the game's programmer. He's a new recruit to Ocean's powerhouse in-house team who stole him from Active Minds after his work on the 16-bit driving sections of *Total Recall*.

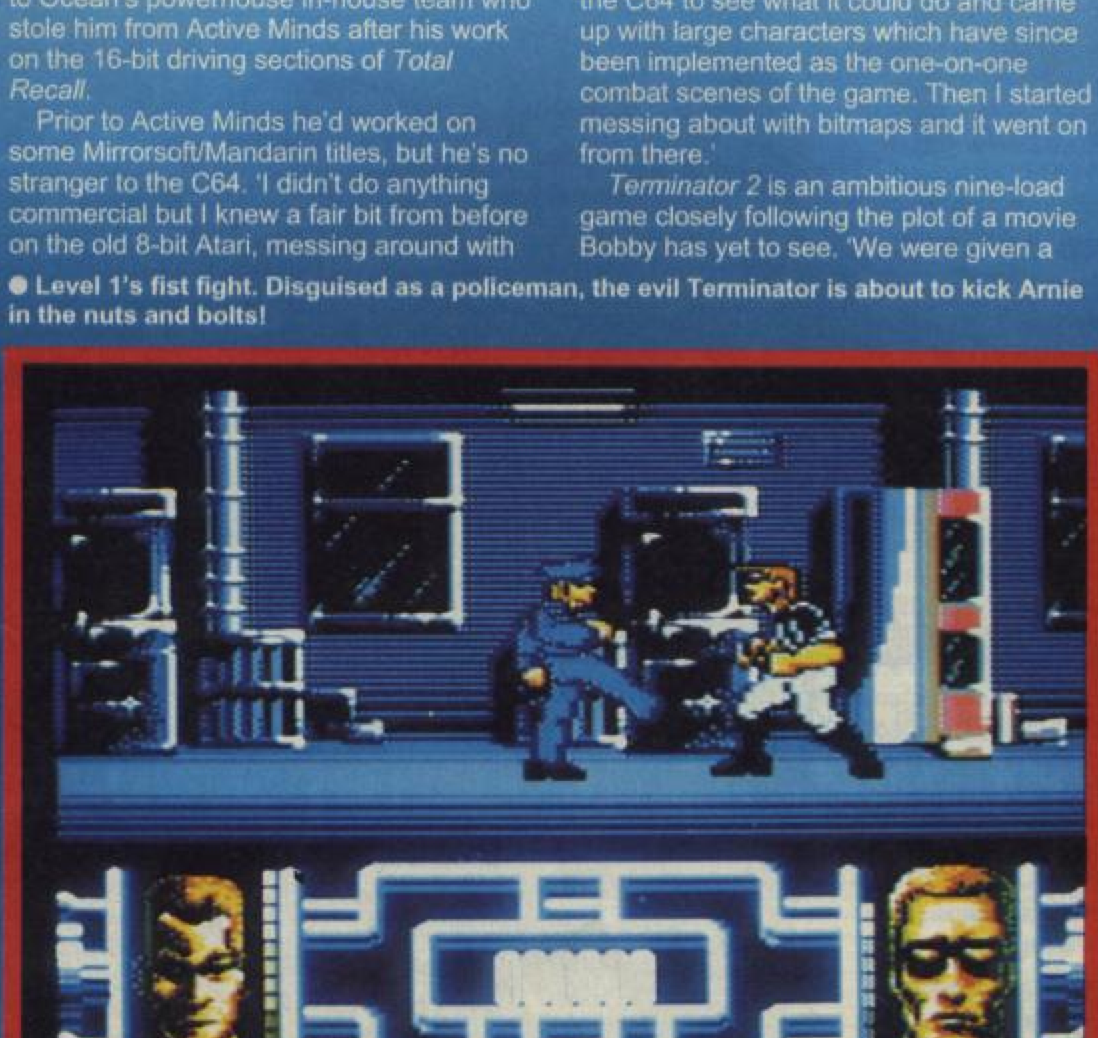
Prior to Active Minds he'd worked on some Mirrorsoft/Mandarin titles, but he's no stranger to the C64. 'I didn't do anything commercial but I knew a fair bit from before on the old 8-bit Atari, messing around with the 6502. Following *Total Recall* I knocked up three puny sprites battling away. Ocean came back to me and more or less said can't you do better than that? So, I pushed the C64 to see what it could do and came up with large characters which have since been implemented as the one-on-one combat scenes of the game. Then I started messing about with bitmaps and it went on from there.'

Terminator 2 is an ambitious nine-load game closely following the plot of a movie Bobby has yet to see. 'We were given a final script of it, which is extensive enough so we didn't need to see the film anyway. Dementia [programmers of 16-bit *Golden Axe*] designed the game and we wrote the C64 game based on their design.'

Game and movie centre on the conflict between two Terminators: one serves to protect, one to destroy — and you'd be wrong to guess that Arnie is the latter. Reportedly due to pressure from Arnie, he's now the goodie going back in time to protect 10-year-old John Connor (future saviour of humanity). The threat is a new, improved Terminator, the T-1000 (Arnie is a 'lowly' T-800). The T-1000 boasts unique 'Silver Surfer' bodywork and shape-shifting abilities, used to great effect in the film and based on the 'water alien' in *The Abyss*.

Martin McDonald is the graphics artist with the unenviable job of reproducing these effects on the C64. If cartridges had been more of a success *Terminator 2* could've been one, and Martin would've put in lots of shapeshifter graphics to be rapidly pulled in off cart. Shame!

● Level 1's fist fight. Disguised as a policeman, the evil Terminator is about to kick Arnie in the nuts and bolts!





● It looks like Arnie's gone too far trying to develop 'muscles of steel'!

SWAT ATTACK

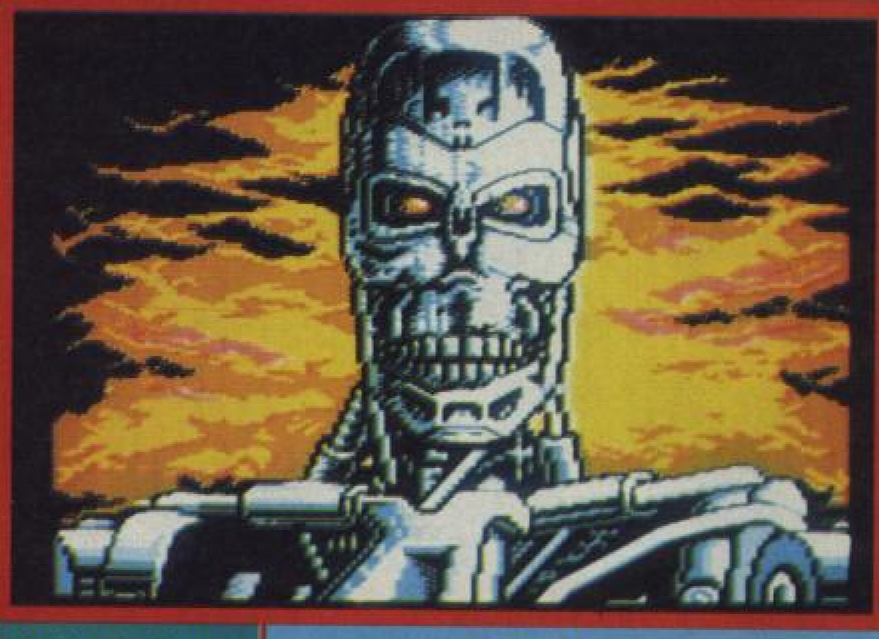
Skipping quickly over the plot, Level 1 sees Arnie pitted against the T-1000 (disguised as a cop) in a fist-fight. 'The problem was with the sprites, they were so large — in all there's 18 sprites used, 12 in the main characters (6 overlaid and 6 underlaid) and

PERFECT JUDGMENT

Needless to say, presentation plays a major role in *Terminator 2*. Graphic artist Don McDermot has produced an impressive collection of 23 screens, making for a superb array of intro, interlevel and outro pics.

'We were just allowed to use the pictures Carolco gave us and each is a quarter of the screen in size to save on memory.' The end screen will be made up of four bitmaps but the most impressive presentation is oddly enough the very first thing you see. A four-screen-high bitmap of a future Terminator pans vertically up the screen before switching to the Terminator 2 logo.

On the sonic front, veteran Ocean music man Jonathan Dunn is providing the soundtrack although it won't be rock music, despite Guns 'N' Roses and Front 242 contributing to the movie soundtrack. There's enough heavy metal in the game to start with!



● Arnie gets down to the metal again!

VISTA, BABY!



● In the future, robots rule the world.

6 forming the faces in the status panel. In the movie Arnie loses the fight so for the sake of a "realistic" plot Arnie still goes through to Level 2 if he loses. After all we can't have you losing in the first round.'

Next Arnie rides a Harley down a storm drain with John Connor riding pillion and the T-1000 pursuing in a giant truck. This will be a vertically scrolling game but what appears to be a relatively simple stage to code posed Bobby some problems. 'It's the scrolling, I had to get its timing intricate because the bridges kept interfering with the face sprites in the status panel.'

For Level 8 this game-style is repeated but this time Arnie is in a SWAT van with Sarah Connor, pursued by a SWAT helicopter. In the movie this chase is preceded by a stunning transformation sequence as the T-1000, astride a motorbike, crashes through a plate glass window!

A novel control method sees the player controlling the van's left/right movement while Sarah fires her gun from the back of the van — nothing too original in that but each time Arnie swerves the van to avoid obstacles/vehicles Sarah gets thrown around the back spoiling her aim. 'The street isn't that long, the scroll loops around after 256 blocks are passed, each block being 2x2 characters.' It's certainly fast, with an excellent helicopter sprite.

BEHIND THE MASK

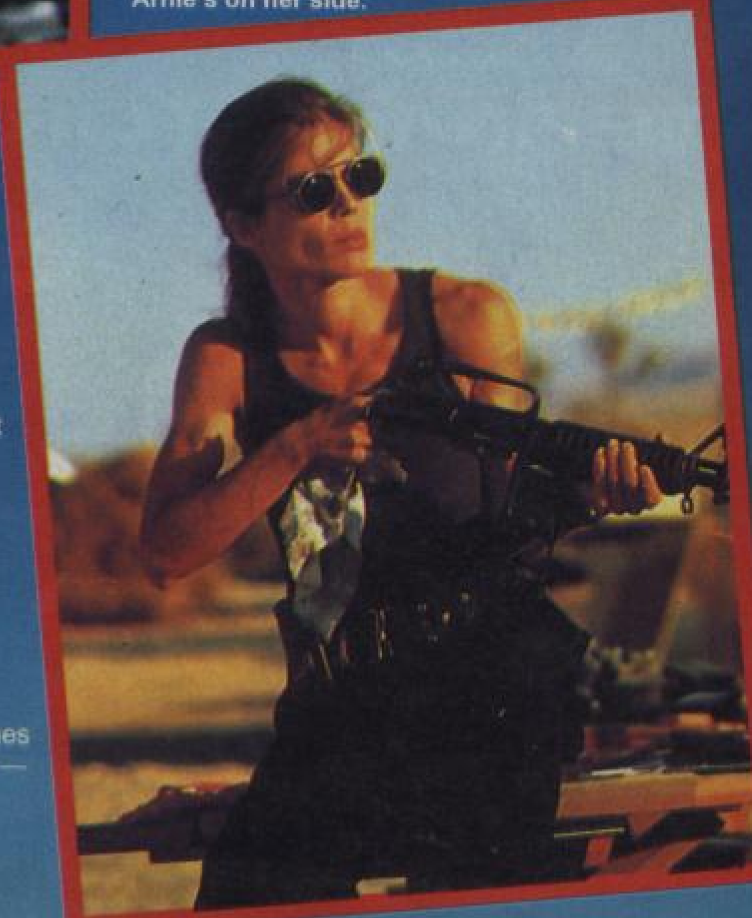
Someone at Ocean likes puzzle games and *Terminator 2* doesn't disappoint — variation on the sliding block puzzle theme. In this sequence (paying homage to the original *Terminator*) Arnie's hand circuitry has to be rebuilt by shifting component blocks in four directions, making up the four colour wires. This sequence isn't relevant to any scene in the film but 'it's the only way you can get your energy back,' admits Bobby.

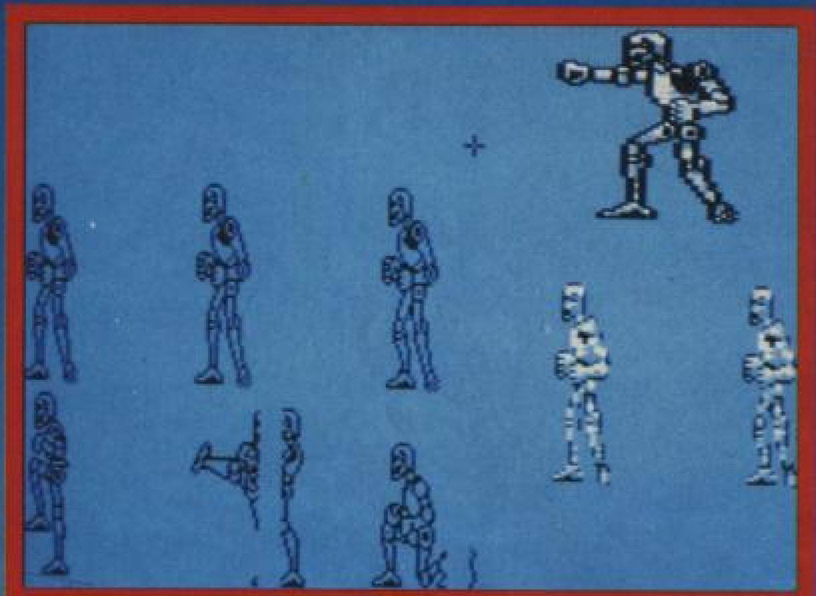
Level six is more of the same, only now the graphic to rebuild isn't for under 18s. It's half of Arnie's face showing the steel skull behind the flesh covering. Each puzzle is made up of 16 blocks (arranged in a 4x4 grid) and you've got 60 seconds to get each right! The percentage of face/arm assembled determines the amount of energy given back to the player for the next stage. This is vital as there's just one life (although three continue-plays are planned).

T v T

Variety is definitely the winning ingredient with *Terminator 2* as a third game style is

● Sarah Connor (Linda Hamilton) sees some explosive action in T2 but this time Arnie's on her side.





● The T-800 goes through its paces. All the sprite graphics are drawn on the ST and stretched.



used for Level Four. It's side-on view, but with smaller sprites than the beat-'em-up level. Sarah Connor has to escape from a mental asylum, armed with a broom handle! This simple but fast-paced game style is repeated for Level 7 with Arnie devastating his way through hordes of SWAT officers in the infamous Cyberdyne Systems lab (home to rogue *Armalyte* programmers and the early Terminator prototypes).

For Level Five it's time for the second side-on combat scene with the two Terminators battling in the asylum, moments after helping Sarah escape. In the movie ILM special effects are stunning, the T-1000 walks through bars and at one point lies in wait as the very floor itself before transforming into a security officer. After this it's that gruesome 'head puzzle' game.

Finally there's the inevitable Terminator vs Terminator conflict and the setting (mirroring the first film and parodying *RoboCop*) is a steelworks. Again the ILM/Winston FX team work visual miracles as a skeletal Arnie takes on the shapeshifter T-1000. 'In the movie, there's not a lot left of him at this point, bits of flesh and metal but we couldn't have colour and metal sprites together so we did a whole metal robot figure,' Bobby explains.

The final conflict unsurprisingly is a side-on combat section where the robots battle to the electronic death. The T-1000 is not contemplating surrender — 'I was looking at System 3's *IK+* and noticed that the opponent backs off occasionally — I didn't want that, I wanted him to keep coming, always attacking.' When asked if this all-offensive tactic proves the T-1000's downfall in the film/game, Bobby cagily replies, 'Maybe.'

The movie *Terminator 2* is released on August 16th with the game following September/October time. Tape and disk prices to be announced. Watch out for more exclusive details on the movie in our sister magazine FEAR — Out Now!

● A rare chance to rearrange Arnie's face in Level 6's gruesome sliding block puzzle.



OCEAN'S DARK HORSE

Although not in the *Terminator 2* league when it comes to a high profile name, Ocean's other forthcoming film licence *Darkman* promises to be equally grim. In terms of subject matter, that is!

Tying in closely with the movie action. Peyton Westlake, a scientist horribly mutilated in an explosion and forced to wear his own synthetic skin creation, goes all out for revenge against the evil gang that put him through hell. What follows is the familiar platform action but beefed up with a pacy rooftop chase, complete with helicopter close behind. There's also an overhead-view, vertically-scrolling section where our hero hangs below a speeding helicopter.

Twilight have converted the cinematic celluloid into computer code and you can expect a review next issue. As for Twilight, their next project is *WWF* which should finally satisfy all those wrestling fans!

● Peyton Westlake legs it over the rooftops, pursued by the evil gang's helicopter in *Darkman*.





A World of adventure!

Atlas Adventure Software is an off-shoot of the successful adventure mag Adventure Probe and has an interesting range of budget price adventures. There are seven currently available on both tape and disk, plus another recently placed in the Public Domain. Legendary explorer Boris Myashirov takes a quick look.

ATALAN

Text adventure, by Mandy Rodrigues.
£3.99 disk, £2.99 cassette

You are a poor sailor, one of a crew of a large vessel currently sailing in the Pacific. After months at sea an uncharted island is spotted in the distance. As the vessel alters course to land there, the pompous captain proclaims his intention to name the island Atalan and claim it for Britain. But, alas, this is not to be. Suddenly, a violent storm sweeps over the vessel and, before there is time to react, the ship is tossed and battered into little more than something which looks extremely tossed and battered. Luckily for your good self, you were standing beside the mast and had the presence of mind to lash yourself to it just in time.

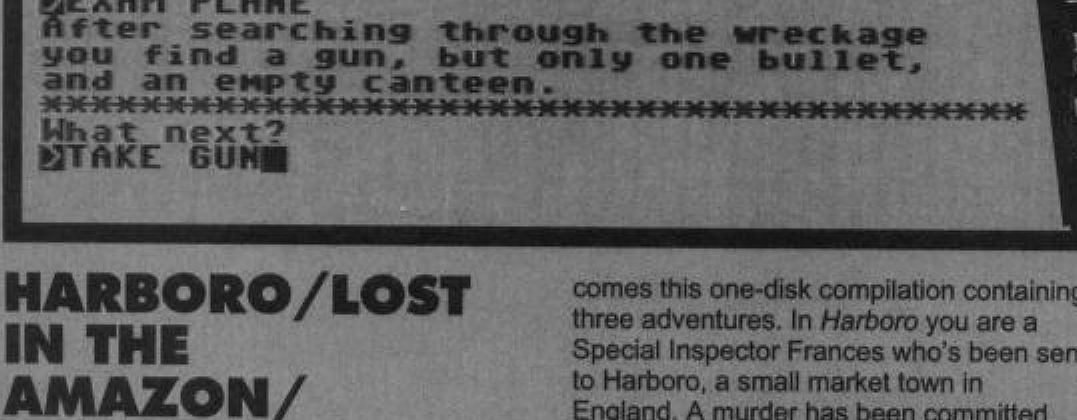
The mast breaks away and plunges into the ocean taking you with it. You awake to find yourself lying on a sandy beach in the warm sunshine, washed ashore on a small island in the middle of nowhere. Okay, the middle of somewhere, but you don't know what its name is. Although the storm has passed so has the ship, the crew and everything on it.

Atalan is, essentially, a treasure hunt. You have to discover all of the treasures before you are rescued. Produced in 1988, the game has a few intriguing features such as the necessity to view locations and objects in different ways. For example, in addition to examining and searching something you may also need to look under, in, on and behind the object, which adds a new dimension to prospective puzzles. Complex sentences are possible using the usual AND, THEN, comma or full stop. The word 'IT' is also recognised which can save time.

Puzzles are logical and usually require the manipulation of one or two objects to solve. Location descriptions are relatively brief but long enough to give a good atmosphere to the game. There is also a HELP feature which can prove handy if you are stuck.

All in all, not a very difficult game but very enjoyable all the same making it a good choice for the beginner.

OVERALL 76%





HARBORO/LOST IN THE AMAZON/ ST.JIVES

Text adventure compilation, by Dorothy Millard
£6.50 disk, £5.50 cassette

From Australian lovely, Dorothy Millard, comes this one-disk compilation containing three adventures. In *Harboro* you are a Special Inspector Frances who's been sent to Harboro, a small market town in England. A murder has been committed and a suspect arrested. However, they are unable to convict because of a lack of evidence. It is the murder weapon that is missing. The game begins after your entry into the local police station interview room. You are given a letter to enable you to obtain some money which you'll need on your quest. The first location finds you on the high street, eager to begin your search.

In *Lost In The Amazon* you are the lone survivor of an expedition to South America to find the Golden Condor. Your plane has crashed in the jungle and you are completely lost. You will need to hack your way through the jungle without dying of thirst, deal with the natives, cross the river and make your way to the flat-topped pyramid (isn't that a contradiction in terms?).

St Jives tells the tale of a mad scientist who is terrorising the village of St Jives. A spell must be cast to stop him taking over (what happened to the local bobby, then?). You have been summoned by the locals to help in this quest. You must find the ingredients for the spell, find your way into the castle and deal with the mad scientist before it's too late!

Overall, the quality of the adventures is, unfortunately, not very high. The design is a little shoddy. Illogical events spring up from nowhere now and again while the atmosphere is somewhat lacking. However, for the price, they still represent good value for money.

OVERALL 58%

BLACK KNIGHT

Text adventure, by Mandy Rodrigues
£3.99 disk, £2.99 cassette

Yet another rescue job requiring a hero: here you must battle through a devastated valley to reach the castle hideout of the evil Black Knight, then destroy the bounder and release the captives.

This is a two-part adventure with the same feel as *Atalan*. Many of the same

design features are present here. It is wise, for example, to search and examine everything and there is a useful help feature for the needy. Puzzles are pretty good with the relevant objects well concealed. Recommended.
OVERALL 76%

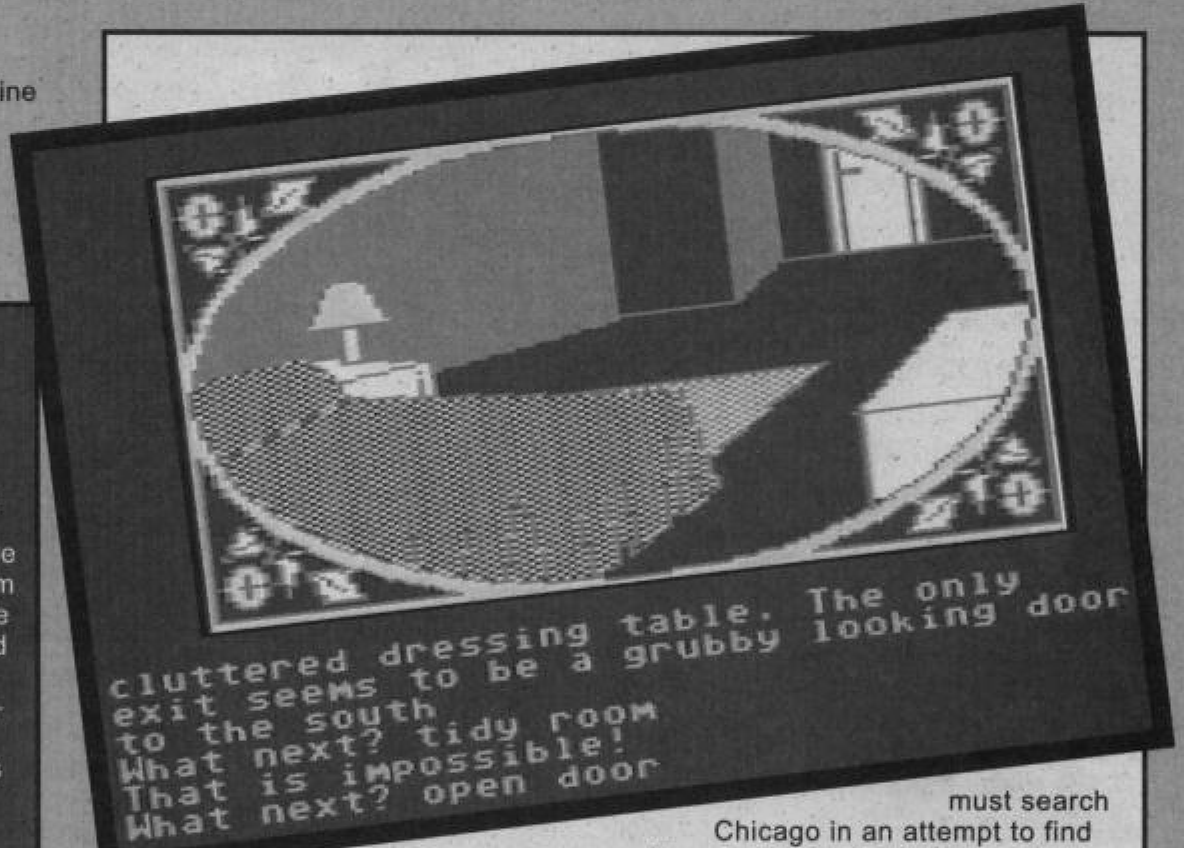
TROUBLE AT BRIDGTON

Text adventure, Dorothy Millard
£3.50 disk, £2.50 cassette

This is another strange plot. You have been left in charge of Bridgton asylum for the day. But who forgot to lock the door, then? Yep, everyone's escaped so you'll have to, er, persuade, the escapees — there are ten of them — to return to the asylum before the bods in charge find out. If they do it's goodnight Vienna.

Bridgton includes the command 'SPEAK' to interact with the characters in the game plus handy abbreviated commands such as EX or, simply, X for examining anything. *Bridgton* has a tighter design than Dorothy's previous efforts, it is also much larger. Although rather basic — the 'EXAM' command doesn't give you too much joy and consequently not a lot of atmosphere is added by it — the game is her best effort to date.

There is nothing 'flash' about *Bridgton*, just a collection of puzzles strung together by a thin plot. However, adventurers will still enjoy the task of finding the escaped unfortunates.
OVERALL 72%



BARNEY BROWN AND THE CHICAGO CONNECTION

Text adventure with graphics, by Mandy Rodrigues
£1.00 disk

In this adventure you take on the role of Barney Brown. It is early one morning and you have just got out of bed. It seems just another boring day until you receive a frantic call for help from your partner, agent Roger Ranger of MI5. You have to get the secret file he needs and take it to him over in Chicago. Pity that he's been kidnapped when you finally arrive at his hotel. The work of the Rafia mob it appears. Hence the race against time as you must search Chicago in an attempt to find him.

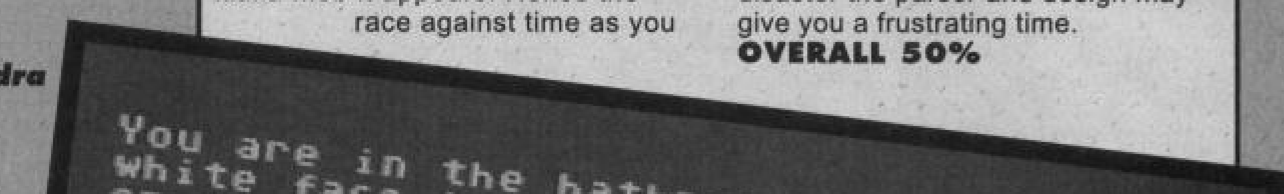
Barney Brown is in two parts. In part one, you begin in your home. You will need to find Roger's house and search the town to find the required items needed for your quest. Part two begins with your arrival in Chicago where you must search for the hotel, Roger's room and the items within plus any clues to lead you to the place of Roger's kidnappers.

Barney Brown is one of the earliest productions from Atlas — and looks it. Although there are occasional, fast drawing graphics the game engine is rather stilted. Many of the items in a location are not recognised by the parser, other items require precise inputs, and common abbreviated commands such as 'i' (inventory) and 'r' (location redescribe) aren't recognised. Although not quite a disaster the parser and design may give you a frustrating time.
OVERALL 50%

THE CASE OF THE MIXED-UP SHYMER

Text adventure, by Sandra Sharkey
£2.99 disk, £1.99 cassette

Shymer is a bit of a novelty as you are cast as Sherlock Holmes' secretary Shirley Combes. A phone call, when ol' Sherlock is out and about on a case, tells you about the mixing up of the nursery rhymes on the Isle of Nursree. Result? Chaos! Riots by nursery school children! Well, who could blame them, eh?



You have to travel to the Isle of Nursree to restore the nursery rhymes, one by one. So with your cat in tow (Doc Wat Son — he's a Siamese) you set off only to become shipwrecked on the shore, losing your cat in the process. So now you not only have to fix the nursery rhymes but also find your cat, repair your boat and scarper.

Once on the island, after a good nose around, you'll encounter Baa Baa White Sheep and Humpty Dumpty who persists in falling off the wall and bouncing back up again with the aid of a springy mattress!

Shymer is clearly the best C64 adventure on sale from Atlas. The plot is original and engaging, the puzzles vary from the introductory 'easy' to the head-scratchers a little later on in the game (although *Shymer* is always 'solvable' — it never bogs you down). The parser is solid enough, too. Atmospheric and fun, *Shymer* is a little cracker!
OVERALL 84%

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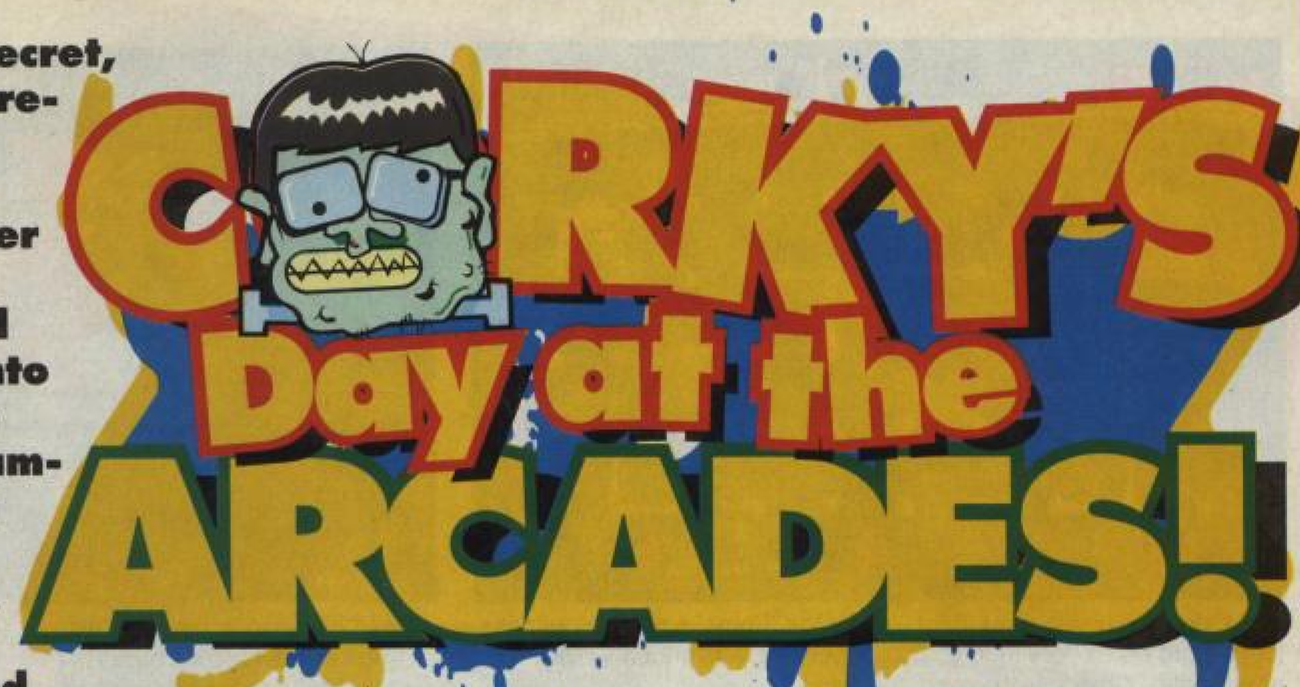
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In special, semi-secret, semi-mythical warehouses scattered around the land there are row after row of gleaming new machines, all ready to march into your local arcade with a crash of sampled sound and a flash of retina-burning graphics. Summer is near, or so it's said, and there's a veritable army of new releases all ready to invade. ZZAP!'s latest recruit, Mark 'Corky' Caswell, donned dark specs, fedora and a long mac to investigate. Several hours of blistering free-play later he brings you his report...

LASER GHOST
(Sega)

There are a lot of these gun-bolted-onto-cabinet games around these days — *Operation Wolf/Thunderbolt*, *Beast Busters*, *Space Gun*, *Mechanised Attack* etc. *Laser Ghost* carries on the tradition with a young girl being kidnapped by a large blue winged beastie. Enter stage left the intrepid threesome who have volunteered to battle the many ghoulies, ghosties and indescribable beasties that stand in the way. The guns are all identical but nameplates at the base of the gun help identify your character — Bill, Max or Carol.

The design of the gun is fairly unusual, on the top is a 'telescopic-sight' thingie that you look through when firing. This magically superimposes a red laser flash onto the screen, so it's just like firing the laser guns used in all the best bloodbath movies. Usefully, the explosions are colour-coded to help identify your work. In any case, an itchy trigger finger is recommended because the denizens of the game aren't at all friendly. Most defy description but those I could identify were zombies in various states of decay, mutant cars (!), mutant pineapples, vicious vampire bats and a very unfriendly poster that springs to life when you least expect it! Fortunately ammunition for the main gun is unlimited, but there's also a limited-use superweapon to wipe out everything on screen.

The main thing to watch is your life meter — decreased by the enemy agents' blows and missiles. Energy can be restored by the established Sega tradition of shooting first aid boxes that occasionally drop down the screen. These restore only a small amount of energy, but every little bit helps, especially when you get past the first couple of levels.

As this game type goes *Laser Ghost* is pretty good, with fairly neat graphics and good sound plus fast and frenetic gameplay. But as so many games of this type have flooded the market recently you need something pretty special to really stand out and *Laser Ghost* doesn't. It's worth a few ten pences, but don't expect too much.

CONVERTABILITY

US Gold normally handle Sega stuff but let's hope they don't turn this mediocre effort over to Creative Materials for a *Line Of Fire*-type botch — now that would be a nightmare. Otherwise if they can get an inspired team anything is possible — the simplistic gameplay relies above all else on good graphics and programming.



TROG
(Williams)

After the mega violence of *Narc* and *Smash TV* *comes a very cutesy game from Williams called Trog*. You may be fooled into thinking that this is the name of the hero, but Trog and his caveman pals are in fact the villains — the heroes are four cute little dinosaurs who run around their island home collecting eggs, *Pac-Man*-style.

The game begins with you (along with up to three friends) choosing a character and the starting point; Island 1 has no completion bonus, Island 2 offers 200,000 points and Island 4 gives a huge 400,000 bonus.

Trog and Co are out to stop you, armed with clubs to smack you over the head with if you get too close. They then whip out their knives





and forks and polish you off for lunch (and belch very loudly afterwards). Obviously the aim is to avoid the cavemen but if you do get cornered you can belt them by pressing the punch button.

As you'd expect of a *Pac-Man* game there's plenty of power-ups to collect: flowers speed you up, chilli dogs give oomph to your punch and pineapples turn you into a large ravening dinosaur — now you can eat Trog and his mates for a hefty bonus! When all of the eggs have been collected, head for the 'home' square to witness your dino's hilarious victory dance!

Trog is both graphically and sonically brilliant, the antics of the sprites are hilariously funny and indeed wouldn't look out of place in a cartoon. The attention to detail is very impressive: the pterodactyls whizzing around dino's head when he is clobbered, the look of panic on the cavemen's faces when chased by the dinosaur, and the flail of arms and legs as a character falls off the edge of the island!

Sound is also impressive with a range of toe-tapping tunes and rib-tickling sound effects to perfectly complement the action. To my mind, even though the likes of Sega churn out games by the lorry-load, Williams are still light years ahead in technology. And even though *Trog* is basically an update on the *Pac-Man* theme, it proves the point very nicely.

CONVERTABILITY

After converting *Narc* and *Smash TV* Ocean would seem most likely to bring *Trog* to your C64. For the moment they deny any such plans, but hopefully this is just standard corporate secrecy. *Trog*'s gameplay is simple enough, and good enough, to make a great C64 game.

AB COP
(Sega)

The AB in the title stands for Air Bike, and it is as a highway patrol officer that you chase the many villains that populate this game. It's set in the near future and a spate of violent crime has set you on trail of six of the toughest gang leaders around.

The game's perspective is from behind and slightly above your character as he zips along the road on his futuristic hoverbike. An All Points Bulletin tells you the next gang leader to apprehend. To get to him you must first get past his henchmen by ramming them off the road in true *Chase HQ* style. Red arrows point out the baddies for you, which is essential as there's plenty of innocent bystanders who cost you valuable seconds if hit.

As in all good race games time is of the essence and here you have only a limited amount to reach the boss man. The speed of the bike is controlled by a twist of the throttle on the handlebar-shaped controller, but for real suicidal speed ease off the power slightly then twist back to full to cut in the turbocharger (hang onto your helmet!). You can also leap over obstacles by pressing a button under your left thumb — handy when a tree trunk or van appears out of nowhere — but you only have a limited number of jumps.

AB Cop provides a fair few graphical thrills, one section is set in a forest and weaving in and out of the trees at high speeds reminded me of the speeder bike race in the *Return Of The Jedi* movie. Unfortunately once the initial thrill of zipping along at warp factor nine wears off there isn't that much to hold the player's interest. It becomes a bit tedious just ramming people off the road (there isn't even a hint of a gun). The graphics are pretty good, so it's worth a couple of goes, but I don't think I'll be going back to it again.

CONVERTABILITY

Although the C64 can now handle most *SCI*-type conversions with ease, *AB Cop* relies so heavily on amazing speed that it'll be tough to make into an 8-bit hit (or 16-bit).

STEEL GUNNER
(Namco)

The year is 2004 and the terrorist group 'Sturm' are threatening to destroy Neo Arc city unless a ransom is paid. Being a stingy politician, the mayor instead calls in his best two officers to track down Sturm's superweapon. Yep, it's time for you and a friend to grab yet another pair of rather large machine guns.

There are four scenarios and the first sees you trying to thwart the kidnapping of Dr Ryan and his lovely assistant from the airport. The game boasts some impressive scrolling, effortlessly alternating between horizontal and vertical with the Sturm heavies appearing from almost everywhere. Some are dressed in uniform and are easy to riddle with bullets, others wear heavy armour and require either several shots or a missile (you start with four) up the shirt tail.

At the end of the level your hit and miss ratios are tallied and bonus points are awarded. You are then sent to the secret lab to stop Sturm nicking parts for the superweapon. But of course you don't stop the evil swines until most of the city has been decimated by both the superweapon and you!

It's this opportunity for

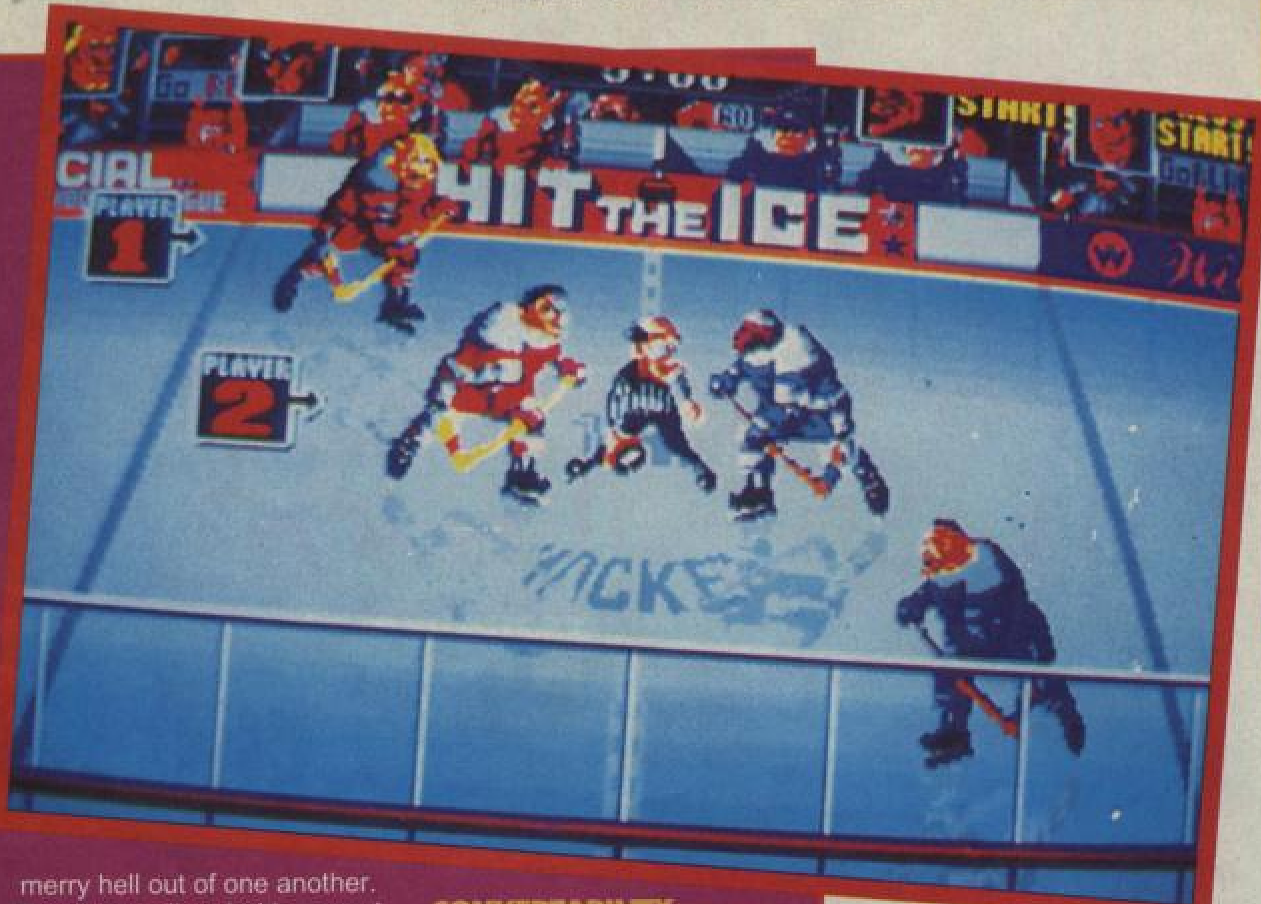


HIT THE ICE
(Williams)

Up to four people can participate in this ice hockey sim. Solo players compete against the computer, two players each control a team, but the fun really begins with three or four players with up to two people on each team.

After selecting your team from a motley bunch of reprobates it's time to hit the ice, and the opposition! In fact the game allows plenty of scope for fouling opponents: you can punch them, trip them up or elbow them in the stomach in order to regain control of the puck, or just to be nasty. And so that people on the same side know which player they control a numbered icon hovers over the relevant sprite's head.

Graphically and sonically *Hit The Ice* is well up to Williams's high standards with large and very mean-looking character sprites knocking merry hell out of one another. the game will probably appeal more to ice hockey fans than general gamesplayers, but is worth a few ten pences either way.



CONVERTABILITY
Side-on, elevated perspective are popular with C64 footie games so someone should be able to do a good conversion.

immense mayhem that attracted me to *Steel Gunner* rather than the considerably tamer *Laser Ghost*. There are so many objects that can be destroyed, whether they are harmful or not. Blast the airport fuel tanks on level two to see some spectacular explosions, destroy millions of dollars worth of scientific equipment and shatter dozens of windows chasing terrorists through the airport concourse — the graphics are great, especially when you blow a terrorist through the glass! Then there's the hoverbikes which burst into flames and spiral into the ground, plus suspended walkways which can be brought down with a missile (giving the terrorists free flying lessons!).

The list of such graphical touches is endless, and for me they make the game playable — my only slight moan is it's fairly easy to complete. Nevertheless well worth trying if, like me, you are a Sledge Hammer fan!

CONVERTABILITY
There's been a fair few *Op Wolf*-clones on the C64 with *Predator 2* being the latest and possibly best. *Steel Gunner* pushes coin-op graphics just a bit further with added realism and interaction which would make a conversion difficult but not impossible.

BRUTE FORCE
(Leland)

After the excellent *Ivan 'Iron Man' Stewart's Super Off-Road Racer* comes the rather less impressive *Brute Force*. It's the standard vigilante-against-vicious-gang scenario as either Krush, Buzz or Snake face level after level of streetwise villains.

The game is horizontally scrolling with up to three heroes, each initially unarmed but capable of a wide variety of moves. The enemy often pack weapons though — knives, sticks, spades and so on, which can be picked up after the baddy has been disposed of.

To be quite honest with you this game wouldn't have looked out of place in an arcade when *Defender* first hit the scene. In fact when I was told this was new I couldn't believe my ears. The main laughing point are the graphics. Small, stick-like figures wander aimlessly around the streets of what appears to be Lego town. On the plus side the movement is quite slick but I couldn't get over how awful the character sprites looked.

Gameplay isn't much better than the visuals, the 'action' soon becomes very repetitive when you have smacked a villain round the face or kicked him in the unmentionables for the umpteenth time. If you do see *Brute Force* in your local arcade it's definitely worth a few ten pences for laughability alone.

CONVERTABILITY
Shouldn't be difficult to convert, but who would want to?



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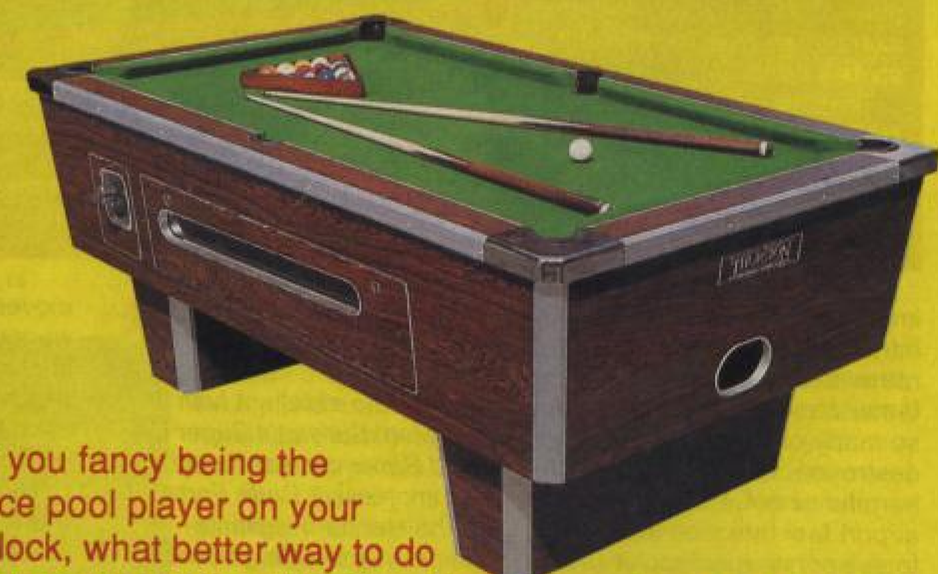


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We Create Worlds!

The heading refers to Origin's motto, but while quite a few companies have such mottos not many live up to them. Origin are definitely one of the rare exceptions. After collecting a Gold Medal for the glorious C64 *Elite*-beater *Space Rogue*, they have returned to the *Ultima* format with a vengeance. *Ultima VI* is the best of the series, an RPG breakthrough Boris Myashirov was eager to discuss with Origin's owner and vice-president, Richard Garriot.

It has always been a wonder how so many RPGs can contain an infinite amount of monsters. How on earth do the respective worlds contain them all? *Ultima VI* attempts to bring some sanity to the question of monsters, in respect of their generation, movements and personalities.

Richard explained the new system: 'Monsters exist, by placement, in the correct areas that they would logically show up. For, instance, you won't find demons wandering around the countryside. Instead, we are seeding specific areas. So you might find a little Orc colony in the forest. And rather than having eight dungeons around there's lots of little caves up in the mountains, some of which go deeper, and other smaller ones which could be the lairs of creatures who act and react in a much more natural fashion. So, now instead of a monster/player having a programmed path they will have their own "instinct system".'

This means that certain types of monsters will appear in the daytime and others will be nocturnal. Some may be passive, others aggressive or positively evil! Monsters are also far more intelligent in combat: 'If there's a wizard at the back, that they want to protect, they'll do a better job of forming a shield wall in front of him. If they have a berserker they'll know that they can sally forth and aim for your biggest, baddest person without worrying about the other characters in-between.'

I asked Richard about Origin's philosophy which has led to intricate plotlines, dealing in various human emotion and morality issues. Richard replied that the first *Ultima*s featured familiar hack'n'slash gameplay, but he quickly tired of that approach.

'I said to myself that there's got to be more to gaming. There's got to be a way to be more literary. I wasn't interested in fighting monsters.

'At the time I began to get fan mail for my products, people would read things into the games that were not even there, I was even getting hate mail from religious fanatics! I then sat back and thought, "Hey, thousands of people play my products." I believe that people are a product of their environment that they grow up through. Therefore, in some small, yet real way, I am having an effect on these people's lives. So I think it is only responsible that I pay attention to the content of my products. That is what started the new Ethical Parables, starting with *Ultima IV*.'

'*Ultima V* was a statement for the other extreme...it was my statement against TV Evangelists.'

Richard emphasizes that the Parables are not huge plays on morality or significant social statements to change people's lives. What he is trying to do is to say in each product — which, after all, is supposed to be an alternate life or reality — that you are responsible for your actions within that life.

'In *Ultima IV* it was a good opportunity to let the computer play Big Brother and let the players go and do what they've done in previous games, which is to stomp on the peasants. Then to come back and haunt them and say, "Hey, you're not being the good guy if you're stomping on the peasants." Which should have been obvious from the beginning but never appeared in most games.

'*Ultima V* was a statement for the other extreme. You could say it was my statement against TV Evangelists. It dealt with the subject of what happens when these positive values are taken to an extreme and are legislated by a government. So the government becomes more like the Spanish Inquisition and you end up becoming like a Robin Hood-style outlaw, trying to overthrow the government behind the scenes.

'*Ultima VI* deals with two societies which are so much at odds with each other that their beliefs result in conflict. You could think of it as world politics. What do you do when you've got a country with very closely held beliefs, who tend to be a terrorist state? Do you wipe them all out? Do you try to contain them? Do you try to convert them? How do you resolve a situation like that?'

Over recent months such concerns have become rather topical, and it's a sign of *Ultima VI*'s sophistication that it raises issues with genuine relevance to real life. Clearly the worldmakers at Origin are still leading the way for RPG software,

As for the future, the C64 release schedule looks rather bleak. There are great hopes that *Ultima VII* will appear on the trusty Commie but that could be it. Many of the ZZAP! faves of the past (*Space Rogue*, *Knights of Legend*, etc) will not sprout a sequel as their designers have either left the company or moved onto other projects.

However, never fear, because of all the forthcoming releases *Ultima VII* looks to be the most outstanding. Details are scarce but according to Richard Garriot, 'The *Ultima VII* technology digresses greatly from the *Ultima VI* world which was still created via tile graphics. It looked very realistic, but we were restricted by the tiles as to the possible sizes and shapes of things. The *Ultima VII* technology, which is still top-view, has progressed from the internals being object-oriented to the actual graphics being object-oriented.'

This means that objects of any size and shape can be placed anywhere on the map, giving tremendous freedom of design. The *Ultima VII* world will be more fluid and, hence, more realistic.



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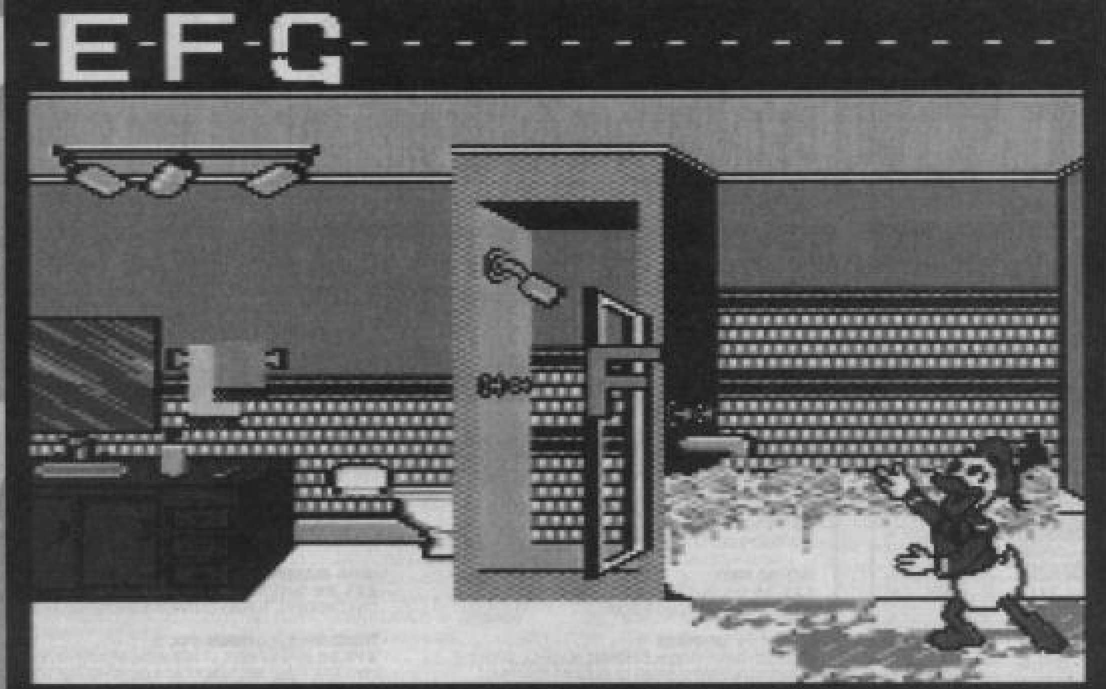
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● Can you help a desperate duck find the toilet paper?! It's *Donald's Alphabet Chase* with the letters whizzing across the floor for youngsters to identify.

Dumbo goes to school!

Are Disney just taking the Mickey with their new range of educational software? As a teacher and software house director, Helen Reidy seems the ideal person to find out.

On the face of it, Disney really ought to have been able to come up with a winner or two. Unsurprisingly though the software has been designed for the PC or Amiga and isn't best suited for C2N-equipped C64s. If anyone can come up with a three-year-old with a long enough attention span to survive the lengthy cassette loading period (about eight minutes for the initial load, and that's once we'd got past the Donald Duck security check) I'd be pleased to hear!

Once you actually get into the programs, however, they work fairly well. ***Mickey's Runaway Zoo*** is the best of the bunch. The graphics are stunning and the animations are lovely. It runs through number recognition 1-5 and then 6-9. Mickey's animals, which have all broken out of their cages, have to be retrieved. Your task is to press the relevant number key to activate the animation sequences.

The screen has been cleverly designed so that the numbers bear some relation to the picture they are hidden in — ie the 9 on the applecart shares its hiding place with 9 apples; the 7 is amongst 7 palm trees and so on. This gives parents considerable mileage for counting work, talking about numbers, relating them to their environments and so on — very neat and well thought out. Nice one, Walt.

Donald's Alphabet Chase is just as wonderful to watch. The letters that our duck has to chase from pillar to post all get up to some amazing shenanigans: they pop out of kitchen cupboards and stick out their tongues, they trip Donald up on the soap in the bathroom whilst others start to pull yards of loo paper off the roll! There's one in the paddling pool which spits out water and splashes him. Just amazing! It kept our audience utterly captivated time and time again!

On the other hand it would have had rather greater potential if we all lived across the other side of the Atlantic. American schools may introduce their tots to upper case (capital) letters, but unfortunately we don't. All this program actually achieves is to give you a spot of laborious keyboard practice whilst you watch the screens, pretty though they are.

The third of the trio — ***Goofy's Railway*** — teaches the long-suffering tot all about shapes and colours. It's extremely easy to get the hang of. All you have to do is hit the space bar every time a shape pops out of the train's smoke stack. Whatever you catch cleverly rematerialises into part of the landscape. Very Disney-esque animations, decent sound effects and great use of the graphics.

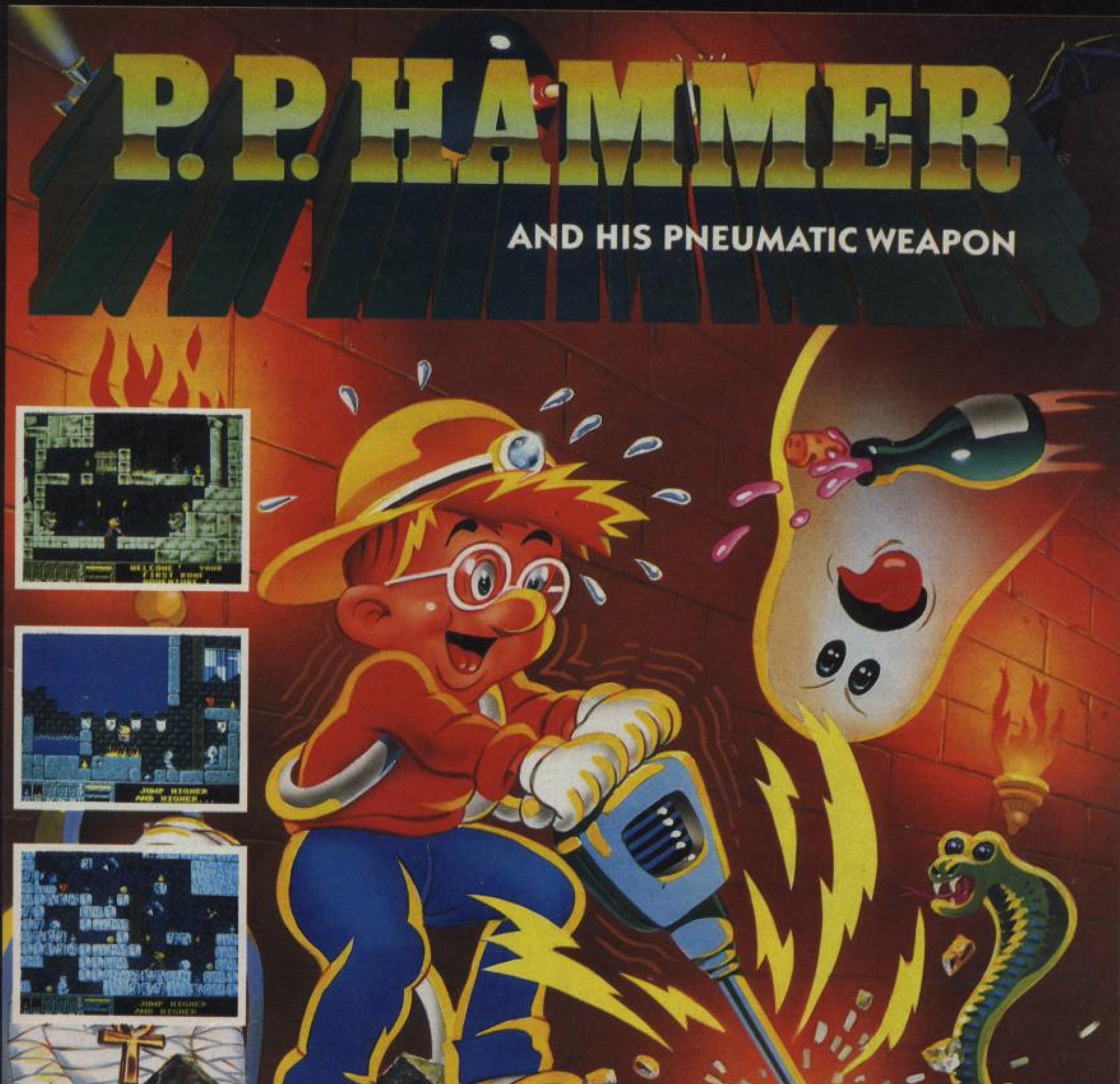
Sadly this potential is crippled on tape. Seven minutes to load the game in, then — picking 'medium' from the three choices of speed — you get an average of 24 seconds actual playing time per screen, with each screen taking at least a minute to load. With six different screens when the train chugs in one direction and the same six in reverse order as it comes back again, it means that for a total of four minutes actual playing you have to sit around and twiddle thumbs for just under 20 minutes! Just how Goofy do they really think the punters are? The only thing that we actually learned was a revision of our colours, from the different coloured stripes on all those loading screens!

The manual really could have been better thought out. It contains some rather half-baked ideas for parent/child activities to follow up with — rather in the *Funschool* style, but minus the brains of the Database people. They'd probably have been better served giving the parents some idea of what to do with a fidgety three-year-old every half minute or so, whilst you're waiting for the next screen! Of course with a disk drive it might work better, but it's still going to be painful — this is definitely the weakest of an interesting, and graphically superb new educational range.

All three titles are priced £10.99 cassette, £14.99 disk, and are being distributed in the UK by Entertainment International.

● The slowest train the world slowly puffs between stations with loading delays that would make BR blush. *Goofy's Railway Express* is an attractive but simplistic program about shapes and colours.





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I've still got my hat on! Hip, hip, hip, hooray! 'Cos it's Part Two of...

The Summer Collection

Software houses, always rather scantily clad as regards Summer releases, traditionally cover their modesty with swathes of compilations. Old titles are usually accompanied by something borrowed, or occasionally something new, but rarely something blue, are the standard and after last month's massive round-up there's still a few collections dashing to the market place.

MULTIMIXX 3

Kixx, £4.99 cassette



A trio of Capcom coin-op conversions make up this budget compilation. Without doubt, the best of the three is ***Bionic Commando*** (90%, Issue 39). The original coin-op allowed two commandos to cooperate, but although Software Creations' C64 conversion is limited to one player it's still very playable. Each multidirectionally scrolling level is filled with platforms, but instead of jumping onto them your little commando must send out his robotic arm to grab on and swing upwards. He also carries a gun to kill enemy soldiers which shoot and throw grenades. Gameplay is fun and made even more frantic by a time limit. The small graphics look a bit primitive but each of five levels has its own distinct style and a different Tim Follin tune.



The other two games are dire by comparison. A round-the-world, one-on-one beat-'em-up, ***Street Fighter*** (36%, Issue 40) incorporates two different versions, US and UK, unfortunately both naff. The UK version looks awful with unbelievably blocky sprites and pathetic single-frame animation on the combat moves. The US game looks slightly better with smaller, neater sprites but the first handful of computer opponents are a pushover — defeated by continually repeating the same move. Two-player games aren't much fun either.

Perhaps even worse is ***1943*** (30%, Issue 44), a straightforward vertically scrolling shoot-'em-up with you flying a fighter plane through 32 stages. It may sound a lot but they're very short and incredibly easy — collect a few weapon pick-ups and the Japs don't stand a chance.

RECOMMENDATION: *Bionic Commando*'s the only one worth playing, so you should save yourself a quid and buy it on budget.

MULTIMIXX 1

Kixx, £4.99 cassette

Originally released as *Par 3* this golfer's paradise comprises ***Leader Board***, ***World Class Leader Board*** and ***Leader Board Tournament***.

Unsurprisingly, all play very similarly. Your golfer is presented in front of a 3-D view of the hole. After selecting your club and aiming your shot left/right you perform a swing via a proven control system. Just hold down fire to start the power bar rising, release to select power, then press fire again to stop a second falling bar on the line for a straight shot (stop it too early and you'll hook the shot to the left; too late and you'll slice it to the right). Wind makes hitting a straight shot even trickier but is thankfully only active at the hardest (Professional) of the three skill levels. Once you eventually get onto the green, you can putt by aiming left/right to take account of any slope and then setting the power.

Both *Leader Board* and *Leader Board Tournament* allow up to four players to play 18-72 holes on any of four courses. The main hazard is the water which surrounds the holes, some of which are even split into different islands.

THE HITS II

Thalamus, £16.99 cassette, £19.99 disk

Thalamus's success as one of the best C64 software houses ever is something of a marvel really. There have been no movie licences or coin-op conversions, there hasn't even been a substantial in-house development team. Thalamus has instead tended to act like an old-style publisher, concerned with supporting programmers developing their own concepts into saleable products, rather than hiring programmers to develop products to their specification. All the games were released without the support of Speccy or Amiga conversions, allowing concepts to be tailored perfectly to the C64 rather than simplified so they work even on a ZX81. This has enabled Thalamus to regularly show up mega-budget movie/coin-op conversions in playability, graphics, excitement — the lot.



Creatures is the stand-out example of this, a completely original title oozing playability and the sort of graphical attention to detail which conversions rarely display. Just look at the four layers of parallax scrolling in the river! For those of you who don't know, *Creatures* is a horizontally scrolling shoot-'em-up with Clyde Radcliffe stomping through six monster-packed levels to rescue his mates. There's platforms to leap between, bonus items to collect (for extra lives and special weapons) and end-level mega-monsters. What makes it special are those beautiful graphics and such imaginative touches as waterfalls, riding along on leaves propelled by a hair dryer and flying a broomstick! There's also three Torture Screens, hilarious sub-games wherein Clyde must rescue one of his friends from a fiendishly horrible end. These arcade puzzles worked so well *Creatures II* will have more than ten of them! In Issue 68 *Creatures* got 96%, was subsequently voted the best game of 1990 by our readers and can't be missed.



Prior to that, the Apex programming team had done one other title for Thalamus, their first full-price title. ***Retrograde*** was the name, shooting most definitely the game. There's seven huge levels where the flying hero must conquer by first finding the planetbusters on the horizontally scrolling section, then activate them by dropping



World Class Leader Board also allows four players to compete, but there's a separate load for each of the four courses, and a short painless multiload for each hole. This is due to the extra complexity of holes with the added hazards of bunkers and trees. Shots from rough ground and sand require extra power and accuracy to compensate for the 'dampening' effect of the terrain. If you get stuck beneath trees, you can select a special low-flying 'punch' shot to go under the branches. Sometimes you won't be able to see the hole from your position, so the overhead view comes in handy.

RECOMMENDATION: Classics like the *Leader Board* series never seem to age; they're as playable now as they always were, and great fun with two or more players competing. With twelve varied courses this compilation scores a hole in one for value.

ULTIMATE COLLECTION

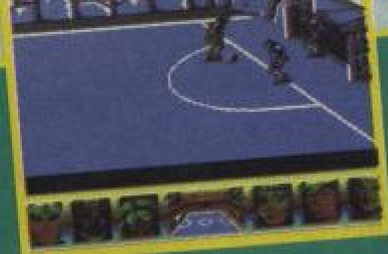
Ubi Soft, £14.99 cassette only

It's hard to think of a more varied compilation than this one, featuring two arcade games, three simulations and one adventure. The best of the bunch is undoubtedly MicroStyle's ***Stunt Car Racer***, one of the best racers the C64 has seen. The basic idea is simple enough: there's five divisions each with three drivers and two tracks, six races per season decide who gets



promoted and relegated. What makes the game so good is the display; fast, filled-in 3-D with really dramatic rollercoaster tracks. To begin with simply keeping on the track is tough enough, so fortunately there's a save/load to keep you playing for ages. Earning 94% in Issue 56, this is great fun.

Ubi Soft's ***Pro Tennis Tour*** is one of the best tennis sims around with a one or two-player mode and lots of tournaments complete with



a save/load. It's a fast-moving game and initially just hitting the ball is tough, but with practice this is a real winner which got 82% in Issue 61.

A rather more bizarre sports sim is ***Skate Wars***, also from Ubi Soft, but this time the sport is entirely fictional. The horizontally scrolling pitch has a goal at either end with automatic goalies. Between them are various bizarre traps, ranging from holes to spikes to suction pits! Apart from the goalie you can only have one player on the pitch, but there are two subs. You can win either by scoring the most goals or killing all the opposing team's players! Originally called *Skateball* the game got 45% in Issue 54, the main problem being simplistic graphics and gameplay. Nevertheless it's a fun two-player game and is certainly welcome on a compilation.

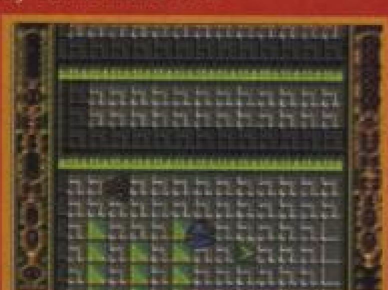
Ubi Soft's ***Zombi*** is a novel, icon-controlled adventure with a smallish monochromatic window showing a view of the building you're exploring. Graphics aren't too bad and there's quite a good, scary atmosphere to a program clearly inspired by George A Romero's *Dawn Of The Dead* horror film. Although rather dated, it got 72% in Issue 67 and adds an adventure element usually completely absent from these compilations.

The last two games are more typical compilation fodder — simplistic arcade games with lots of violence. Unfortunately Dinamic have never really managed to put together anything with the originality and playability to be a real hit. ***AMC*** and ***After The War*** are both split into two big loads, complete the first load and you get a password for the next. In *AMC* (39%, Issue 64) you stomp forever rightwards, dodging traps and blasting enemies with your very big gun. *After The War* (43%, Issue 60) is remarkably different in that you start off without a gun! The graphics are interesting in both products, big and bold (although Spectrumesque in *AMC*), but repetitive gameplay makes them ultimately dull.

RECOMMENDATION: *Ultimate* takes the two best games from the *Challengers* pack and replaces *Fighter Bomber*, *Kick Off* and *Superski* with an only slightly better collection of mediocre games. Once again those two games, *Stunt Car* and *Pro Tennis*, make this a worthwhile compilation if you haven't already got them.



down into a vertically scrolling platforms-and-ladders section. Needless to say at the end of each level there's a big monster, only these are absolutely massive and brilliantly done. One of the most spectacular shoot-'em-ups ever, *Retrograde* was slightly marred by the need to repetitively shoot hundreds of baddies for cash to buy yet more weapons (there's loads) but it remains one of the most impressive in the genre. 94% in Issue 57 was reckoned by some to be low!



Possibly the most controversial of the Thalamus marks was for Rob Steven's ***Snare***, an overhead-view, multidirectionally scrolling arcade puzzle game. Turns flipped the screen 90 degrees and although there's plenty of shooting, it's just as much a test of tactical thinking as reactions.



Robin wanted to give it a Sizzler, and many readers subsequently agreed, but 88% was the mark in Issue 57. While *Snare* won't appeal to everyone, for those with the arrogance to think they can beat it, this is a superlative challenge, completely original and superbly executed.

John Ferrari was another programmer making his full-



price debut with Thalamus, and like Rob didn't believe in making things easy for players. ***Summer Camp*** is a relatively conventional flickscreen platforms-and-ladders game — but each screen is virtually a puzzle in itself. There's four varied levels, a neat interlevel sub-game and it got 80% in Issue 70. It is tough, but the graphics are great, genuinely cartoonesque, and getting to later levels (such as the rubbery moon!) is compelling.

And finally we have ***Heat Seeker*** from Paul O'Malley, an original and innovative game in which you control a robot consisting of a leg and detachable ball! The basic idea is to master the odd control system, then map out the maze to find the flames where vital energy can be obtained. It's the follow-up to the Sizzling *Arac* and while very odd, isn't bad filler (75%, Issue 65).

RECOMMENDATION: Brilliant value for money with all the games being multiloads offering lots of levels — especially *Creatures* and *Retrograde* — but minimal

FISTS OF FURY — EDITION 2

Virgin, £14.99 cass, £19.99 disk



This latest Martial Arts extravaganza gets off to a good start with ***Ninja Warriors***, originally a Virgin release and a pretty good one too (79%, Issue 57). In it a robotic Ninja fights to free the population of a future world from a tyrannical ruler called Bangler. Despite the name it's not high-kicks and karate chops you need, rather a fast trigger finger to time your knife slashes. There's also a

limited supply of throwing stars, and believe me you need them. Sales Curve made a nice job with the conversion and it's still worth a whirl on the old C2N.

Double Dragon II is another one from the Virgin stable, featuring the return of Billy and Jimmy Lee to avenge the death of their friend Marian. In the original game the Black Warriors kidnapped Marian and the Lee bros rushed to the rescue, killing (they thought) all of the Black Warriors. But a woman called Linda survived and through black magic re-animated the leader Willy and most of the gang members. Five levels must be battled through before Billy and Jimmy can find the remains of Marian and resurrect her in preparation for *Double Dragon III — The Sacred Stones*. The graphics are rather blocky, but there's some nicely varied backdrops which helped it win 72% in Issue 57. It's still pretty good now, unspectacular but with the difficulty set just right.

Shinobi stars Joe Musashi, the most famous graduate of a secret oriental Ninja school. Whilst at the annual graduation ceremony Bwah Foo appears, immobilises Joe and kidnaps the whole junior class in revenge for them always making fun of his name. Rescuing the brats takes you through another five levels of oriental action, but like *Ninja Warriors* there's no hand-to-hand fighting. Our hero this time has an unlimited supply of shurikens to wipe out the baddies. There's a nice bonus sub-game and it all adds up to a really playable game (86%, Issue 54).



And finally we have a much needed spot of humour: ***Dynamite Dux*** features yet another dastardly kidnapping, but this time the would-be rescuer is a duck! The perspective is novel too, but combat is again limited — mainly being a case of timing your mega-punch. You can also power-up with weapons such as flamethrowers, useful to fry strange creatures such as Sumo Pigs, Snappy Dogs and Boxing Crocs. Activision's conversion dropped the two-player mode but otherwise kept faithful to the rather repetitive gameplay of the Sega coin-op. On its own it wasn't too well received — 57%, Issue 59 — but it lightens the compilation up quite nicely.

RECOMMENDATION: A nice value-for-money package filled with some above-average coin-op conversions. Ironically only one of the games, *DDII*, has any hand-to-hand fighting but there's still enough violence for most people.

MULTIMIXX 2

Kixx, £4.99 cassette

Of all the compilations so far I have to say this one is the most interesting, all three of the games are real legends from the C64's past — and we're talking 1983 for *Beach Head*. So how has the test of time affected this Access trilogy?





Beach Head is set in WWII with American forces going all out to capture the Japanese fortress Kuhn-Lin. Your invasion begins with a number of ships each carrying a tank. What's nice with all three games is the sense of carrying a steadily depleting combat force through the varied levels. It's realistic and very involving.

Here your first combat scene is a crude screen where your fleet's ships must be individually guided past mines and torpedoes. More impressive is the famous aircraft attack scene where you use your ship's guns to bring down attacking enemy planes. Providing you don't lose all your ships you then turn your guns on the enemy fleet — you must judge the distance of the ships and the trajectory angles to take them out. Then you can land your tanks which must be taken through a simplistic, horizontally-scrolling battlefield. When you get to the end the view switches to a first-person perspective of the enemy fortress. As the enemy gun turns you must hit a series of targets.

It's all a single load, which is as well since none of the graphics are at all outstanding, although sound is nice. Gameplay is very simplistic, but all the levels interlock well and there's a two-player mode where players take turns at each level. It's not going to provide a huge amount of entertainment but it's diverting enough for a few hours.

Beach Head II's scenario is that in 1947 an evil dictator known as the Dragon has captured some US troops — Commander Stryker leads the response. This makes for a great simultaneous two-player head-to-head confrontation. The first battle has Player 1 (Stryker) dropping paratroopers who must then be advanced past three walls, while under attack by a gun controlled by Player 2 (Dragon). If all the troops are shot Player 2 has won, but usually a few get through.

Now the scene switches to the escape of Allied prisoners. Player 1 controls the gun turret this time and Player 2 has the use of tanks, half-tracks and mine-throwing soldiers to kill them. Next it's all aboard the helicopters for a *Xevious*-style dash through the Dictator's defences with him controlling tanks aiming to bring you down.

The final scene consists of the two opponents on either side of a river throwing knives at each other. It's a nice finale to the only game here originally reviewed by ZZAP! (90%, Issue 4). Of course there's also a good one-player mode and once again the graphics are on the small side, but they're well done and there's some brilliant speech samples. *II* alone makes the pack worth getting.

The final game, ***Raid*** was originally titled *Raid Over Moscow* and caused a massive fuss in 1984. The Reaganesque scenario is that Russia has launched a nuclear attack and America's SDI forces must respond. When a missile is launched you should send a fighter or two to take out the launch silo. Pressing space takes you to the famous launch screen where your giant pilots walk to their space fighters one by one. Weightless conditions make getting out of the hangar a bit tricky but the more fighters you launch the more lives you have on a mission.

The actual mission is a side-on view, horizontally scrolling shoot-'em-up. You must avoid trees, missiles, tanks and helicopters before reaching the silo. This switches to a single screen where your hovering fighter faces into the screen and can move left/right and up/down. Five towers have to be taken out by accurate shooting.

Once three silos have been destroyed you can finally 'raid' Moscow. As with the silos you must first penetrate Soviet defences in a horizontally scrolling shoot-'em-up, then you switch control to a US Commando blasting away at troops on the Kremlin walls. Finish this and you enter the Reactor Room to throw explosive disks at a robot before attacking the reactor itself. The graphics are all rather diminutive throughout, but they're fairly well done and the sheer variety of gameplay is stunning.

RECOMMENDATION: Unmissable for nostalgia freaks, but gameplay in *Raid* and *Beach Head II* is strong



The Scorelord's HIGH-SCORING HEROES And Charts too!

At the time of writing, there hasn't yet been time for your chart votes to come through — so no readers' chart yet. But do keep voting, you could win £30 worth of software!
As for scores, someone (I can't remember who) recently asked whether they could only send in high scores for the games already featured on this page. The answer is no, you can send in scores for any fairly recent game, or maybe a rereleased classic. I'd also like to include some Megatape games as everyone should have played them — so there's no excuse for not writing in!

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids
56,570 (Day 16) John 'G.O.D.' Canter, Welwyn Garden City

BLOOD MONEY (Psygnosis)
255,550 (Completed) Euan Walters, Whinmoor, W Yorks
242,750 (Completed) Martin Bastable, Stafford
219,200 (Level 4) Mark Leigh, Middleton, Manchester

BOMBUZAL (Imageworks/Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
74,740 (Level 30) Peter Maguire, Chadderton, Oldham

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION (Ocean)
748,700 (Completed) Mark 'SCI' Godwin, Backbarrow, Cumbria

CJ'S ELEPHANT ANTICS (CodeMasters)
50,407 (Level 3) Ian Fletcher, Dibden Purlieu, Southampton
25,214 (Level 2) Damon 'Creatures' Naile, Exmouth, Devon

CREATURES (Thalamus)
11,375 (Completed) Mrs Rhona J Adams, Old Town, Swindon.
11,173 (Completed) Graham Keeling, Bournemouth, Dorset
9,312 Stephen Howe, Ballisodare, Rep Ireland

FLIMBO'S QUEST (System 3)
230,475 (Completed) Adrian Nicklin, Rawmarsh, Rotherham
157,255 (Completed) Scott Leach, Suton Park, Hull
80,350 (Completed) Victor van Vlaardingen, Rotterdam, Holland

GHOULS 'N' GHOSTS (US Gold)
4,364,900 Nathan Rees, Cyncoed, Cardiff
4,361,800 Peter Spalding, Bangor, Co Down
4,201,900 Simon Knott, Radstock, Avon.

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$786,891 Mark McGarry, Larne, N Ireland
$478,501 Richard Bentley, Haworth, W Yorks

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)
$3,530,000 Shane McElroy, Newry, Co Down
$3,240,000 Darren Robertson, Torry, Aberdeen
$2,500,010 Damon Naile, Exmouth, Devon

KLAX (Tengen/Domark)
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
2,116,100 (Wave 53) Richard Bentley, Haworth, W Yorks
1,505,930 Chris, Wilkins, Upminster, Essex

KWIK SNAX (Code Masters)
4,224,050 (Completed) Scott Leach, Sutton Park, Hull
3,186,700 Vince Emmerson, Ramsgate, Kent
2,229,450 Jason Moulton, Talke, Staffs

MIDNIGHT RESISTANCE (Ocean)
800,028 Robert Swindells, Parkstowe, Dorset
130,120 Robert Radcliffe, Guildford, Surrey
124,735 Russell Mace, Killamarsh, Sheffield

NARC (Ocean)
56,150 (Completed) Dominic Williams, Llannon, S Wales

NAVY S.E.A.L.S (Ocean)
42,285 Rob H, ZZAP! HQ
15,255 (Level 2) Ian Fletcher, Dibden Purlieu, Southampton

NIGHT SHIFT (Lucasfilm/US Gold)
$2,767,364 Robert Radcliffe, Guildford, Surrey
$77,480 C Maddocks, Killamarsh, Sheffield
$56,075 Stephen Howe, Ballisodare, Rep Ireland

NINJA SPIRIT (Activision)
624,600 Chris Wilkins, Upminster, Essex
249,400 Simon 'Oik' Blencowe, Banbury, Oxon
204,250 Tristan Thom, West Lothian, Scotland

NINJA WARRIORS (Virgin)
240,000 Alex Brigg, Bradford
220,270 (Completed) Brad 'Mav' Kerr, Birkenhead, Merseyside
204,880 (Completed) Marcos 'The Muke' Simpson, Northwood, Middx

PUZZNIC (Ocean)
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,516,100 (Level 8-5) Stéphane Depauw, Bruxelles, Belgium
892,800 (Level 7-3) Graham Keelin, Bournemouth, Dorset

RAINBOW ISLANDS (Ocean)
10,433,320 (Completed) Sandy McBlane, Prestwick, Ayrshire
8,347,532 (Completed) 8,347,532 Andrew Hammonds, Somewhere Over The Rainbow
7,653,241 (Completed) Robert Radcliffe, Guildford, Surrey

RETROGRADE (Thalamus)
3,185,675 (Completed) Simon Hudson, Hillingdon, Middx
2,388,990 (Completed) John 'Laz Gun' Hill, Outer Mongolia
2,274,689 Rory 'Retrograde' Stamp, Barngarth, Cumbria

RICK DANGEROUS 2 (MicroStyle)
30,920 Ian Fletcher, Dibden Purlieu, Southampton

ROBOCOP II (Ocean)
4,329,000 Paul Turville, Churchdown, Glos
4,240,000 Ian Fletcher, Dibden Purlieu, Southampton
2,310,000 Rob H, ZZAP! Police Dept

SHADOW WARRIORS (Ocean)
400,200 (Completed) Alex Brigg, Bradford
391,200 (Completed) Paul Gregory, Wesham, Lancs
183,100 (Level 3) Thomas Clark, Blantyne, Strathclyde
160,300 (Level 3) John Porter, Letchworth, Herts

TEENAGE MUTANT HERO TURTLES (Imageworks)
17,666 Ian Fletcher, Dibden Purlieu, Southampton

TIME MACHINE (Vivid Image/Activision)
7,786 Ian Fletcher, Dibden Purlieu, Southampton

TURRICAN (Rainbow Arts)
9,857,900 Robert McDowell Jnr, Petersburn, Lanarkshire
7,896,250 (Completed) Robert Radcliffe, Guildford, Surrey
7,685,250 (Completed) Simon 'Fidget Bum' Bradley, Bodmin, Cornwall

TURRICAN II (Rainbow Arts)
12,903,690 (Completed) Batty, Boston, Lincs
9,282,150 C Maddocks, Killamarsh, Sheffield
8,776,490 (Completed) Dean Smith, Dewsbury, W Yorks

VENDETTA (System 3)
41:21 (Time left) John de Vugt, Roosendaal, Holland
38:56 Rich Young, Bispham, Lancs
38:43 Andy 'the software king' Callow, Walsall, W Mids

WELLTRIS (Infogrames)
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden
5,923 (67 lines) Parky, The Dark Room, ZZAP!

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2. World Championship Soccer (Elite)
3. Shadow Dancer (US Gold)
4. Predator 2 (Mirrorsoft)
5. Power Up (Ocean)
6. Turrican 2 (Rainbow Arts)
7. Kick Off 2 (Anco)
8. It's TV Showtime (Domark)
9. Gremlins 2 (Elite)
10. North & South (Infogrames)

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2. ....
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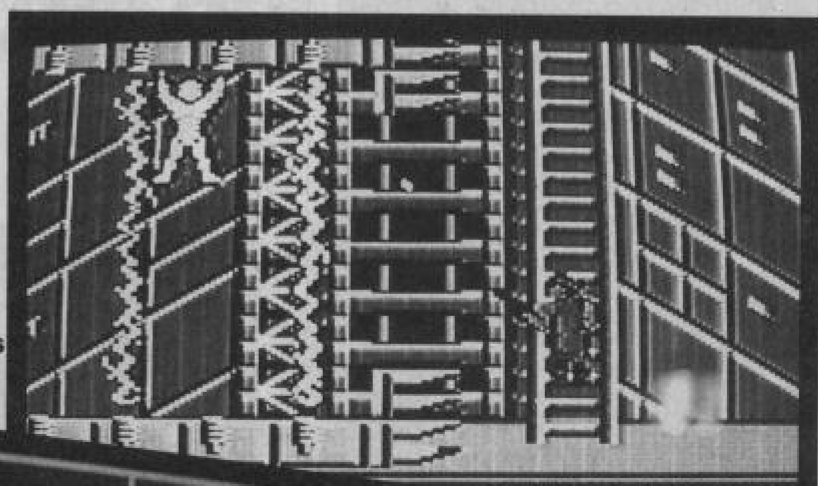
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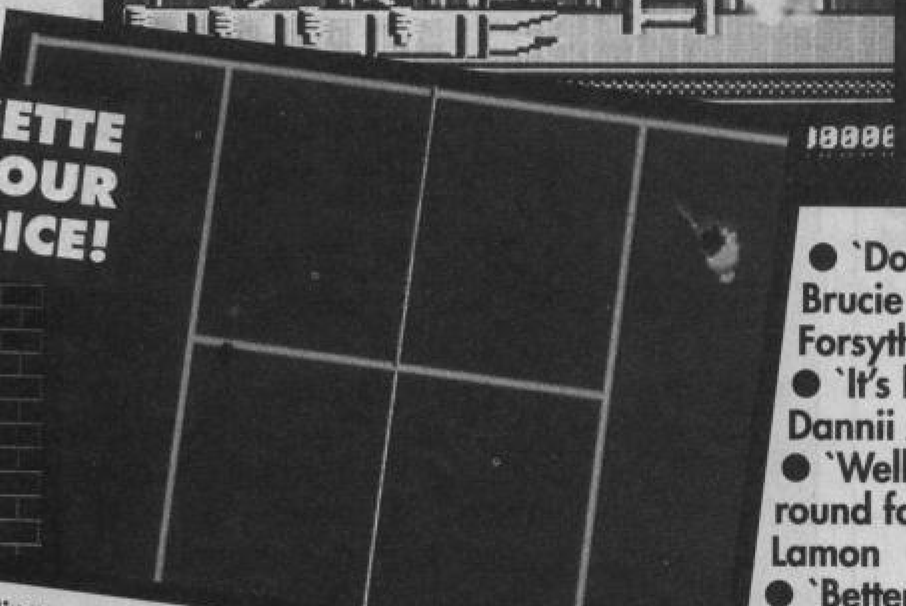
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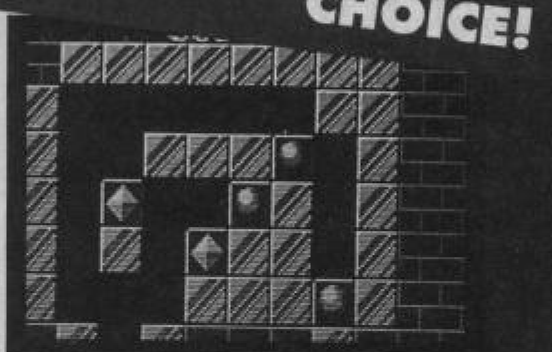
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● Here's what just a few of ZZAP!'s many celebrity readers have to say about this amazing deal...

● 'Subscribe before the world ends!' — David Ike

● 'Don't miss this nice Brucie Bonus!' — Bruce Forsythia

● 'It's bouncier than Dannii Minogue!' — Rob H

● 'Well worth a whip-round for!' — Norman Lamon

● 'Better value than my Metro!' — Markie

up, up & away with Storm (!?)

ZZAP! COMP

After last month's sneak preview of Jaleco's *Rodland* coin-op we've got an amazing comp for you, courtesy of those very nice people at one of the UK's newest software houses — Storm, AKA The Sales Curve.

The game stars Tam and Rit, two cutesy fairies armed with magic wands — after bopping the meanies on the head they're lifted overhead for a quick twirl before being thrown to the ground. There's a huge range of imaginative villains all standing in line for this treatment, including psychotic elephants, cuddly sharks and lots of imaginative end-level monsters.

The 32-level game should be ready for review next month and to celebrate, Storm have got a fantastic prize to give away: a ride in a hot-air balloon over the English countryside. Anyone afraid of heights should definitely not enter this comp as the balloon will take you up to a thousand feet for a beautiful, panoramic view of the ground below!

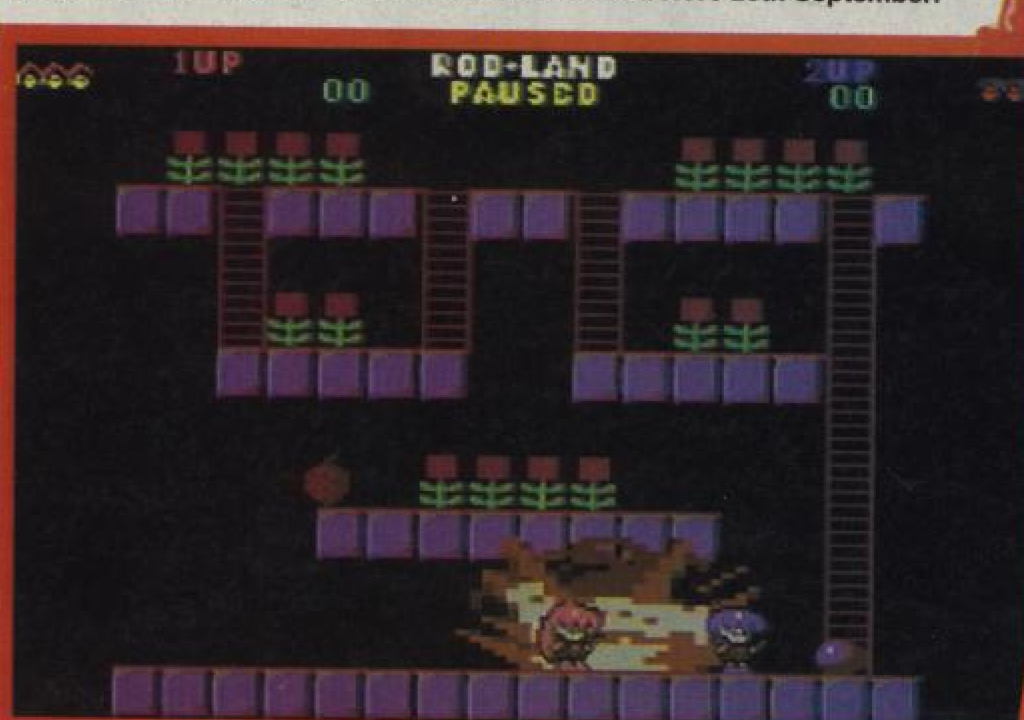
For runners-up there's ten 'magic' *Rodland* mugs with a special logo appearing when you pour in hot water. It's a great comp so all we need are some questions.

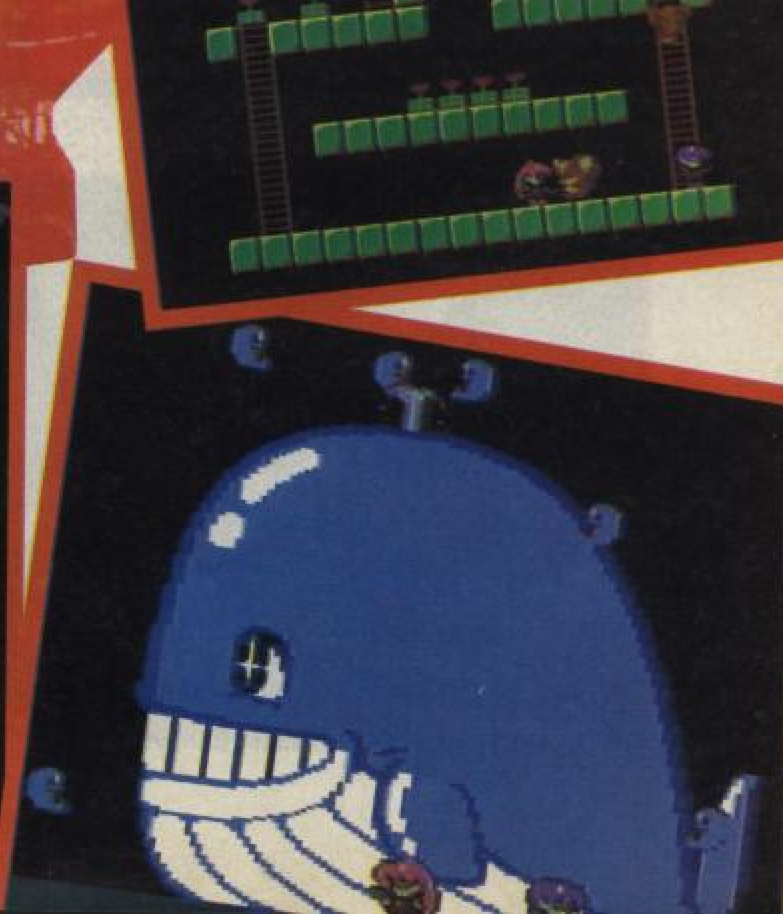


1. What was Storm's first original release?
2. Storm was developed from the Sales Curve, a programming house which has done numerous coin-op conversions for other software houses. Name the four-letter shoot-'em-up they did for Ocean recently?
3. For Xmas Storm have got a great range of coin-op conversions lined up including *Big Run*, *Asylum* and *Final Blow*, but what `religious-minded' coin-op conversion have they already released?

● Now that was easy, wasn't it? So all you need now is a postcard or the back of a sealed envelope on which you can scrawl the answers. The address to send your hopeful missives is ***Newsfield, STORMY FLYING COMP, ZZAP!, Ludlow, Shropshire SY8 1JW.*** **It must arrive here before 28th September.**



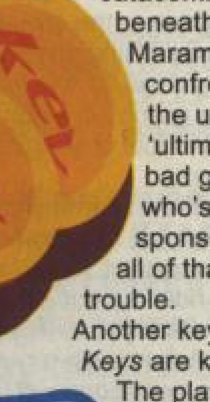






● Errrm, an axe, a sword, a dagger, two pints of lager and a packet of crisps please.

KEYS to Maramon



Mindcraft/Electronic Arts, £16.99 disk only

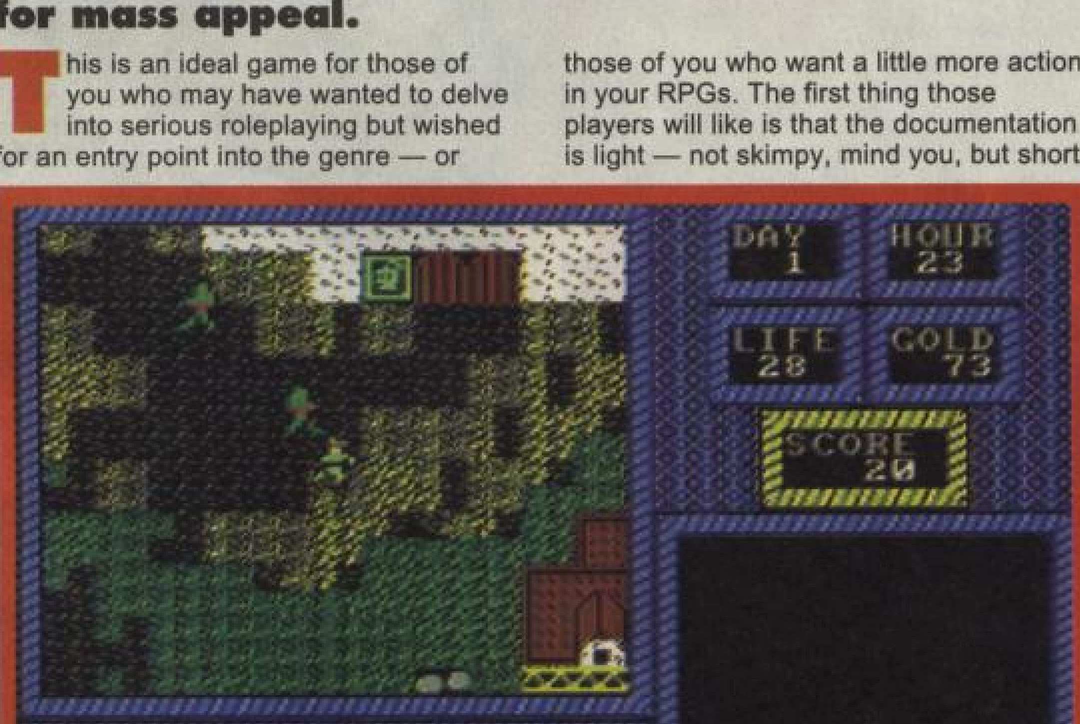
Roleplaying games have a faithful band of fans, but can they interest the average gamesplayer? Boris Myashirov unlocks the latest RPG contender for mass appeal.

This is an ideal game for those of you who may have wanted to delve into serious roleplaying but wished for an entry point into the genre — or those of you who want a little more action in your RPGs. The first thing those players will like is that the documentation is light — not skimpy, mind you, but short and concise, with plenty left to be discovered by playing the game. This comes on a single disk, so the endless disk swapping usually associated with RPGs is absent.

In *Keys* you assume the role of one of four heroes: Huntsman, Blacksmith, Scholar or King's Courtier (the only female character). Each has four basic ratings for Speed (how fast you can manoeuvre around the playing area, and in a 'real time game' that often makes considerable difference), Dexterity (a percentage chance of a single killing stroke when attacking a monster), Strength (how much damage is inflicted by non-killing strokes) and Life Points (how long your character will be around).

Of course there's no point in a hero without a quest: yours is to save the town of Maramon from the monsters who come out to sack it each evening. Naturally, final success hinges on cleaning out the catacombs beneath Maramon and confronting the usual 'ultimate bad guy' who's responsible for all of that trouble.

Another key to *Keys* are keys! The player starts with a key to the strongrooms (where fitful



● Arrrgghhh! It's a slimy monster thingy!

TOWN CHARACTERS

Keys is full of characters who you can meet (a full-face character portrait and menu interaction system will appear when you enter their shop/house). Here's a few of the good people of this fair town:

Mayor Andello
Fioro Andello has been the mayor of Maramon for many years. He is very distressed at the sudden appearance of the monsters, especially since it happened only days after his three sons sailed eastward to Castle Oshcrun.

Madame Rosel
Near the town gates lives Madame Rosel, who appeared in Maramon some years ago, no one knows from where. She was an old woman then, and she remains an old woman now. She tends her small garden and wanders the island. Her knowledge of herbs and mushrooms is by far the greatest in Maramon.

Denn and Arbo Steele
The Steele brothers, Denn and Arbo, are casualties of Maramon's struggle against the monster infestation. Denn was crippled by Orcs; Arbo was blinded by gnolls. Denn is now supporting both brothers by leather working and, occasionally, selling pieces of the Steele family collection or armour.

FIREWORKS

Magic weaponry includes Fire Globes: land mines which are dropped around town. When a monster steps on one, BOOM, no more monster. However, it is possible for careless adventurers to step on their own Fire Globes and lose several Life Points in the process. The real pain is that these Globes are hard to see once placed.

Also ready for your arsenal are the Ice, Flame and Fear wands (the former two firing damage at range, the latter holding a monster in its place for a time). These are expensive weapons, however. While the Scholar has the best magic skill rating of the four characters, the others seem to fare better with cheaper, and easier to wield, steel.

HERBICIDE

'Magiks' in the game revolve around herbs and mushrooms. Fortunately, in the heat of the battle or when preparing to turn a dangerous corner, you can slam the 'U' key and use a magic mushroom. Depending on the flavour they will increase your basic statistics or up the armour class (all with a temporary effect, so pack a big lunch). The vital herbs and potions are the ones which, naturally, restore Life Points. Yes, the medical mushrooms and band-aid brew are the difference between the reckless roleplayer charging into certain doom and charging into nearly fatal, ALMOST certain doom!



● The wonderful world of Maramon — without the monsters!

rest is available and goodies can occasionally be found). Access to the catacombs below hinges on collecting other keys, each one of an ever precious metal. This is where the better the key, the further the access. You will have quite an extensive key ring before confronting the Ultimate Bad Guy.

Another important game aspect involves visiting the town's library. For every 1,000 experience points gained, the appropriate book can be 'read' from the closed stacks in order to gain statistics points for a basic attribute. By shelling out some serious dosh, the rare book room can be visited for some major clues and aid to your character. Be sure to take notes as everything learned there will really make a lot of sense towards the end of the adventure.

'The downside about arrows is that you can only pack 99 of them'

Keys is not an epic quest for the jaded adventurer. In fact some might call it too short for the price. It is, however, a very manageable quest for the new adventurer with a quite compelling quality about it. The game is well designed with some very nice touches that make it well worth shelling out money





● The Strongroom — this is where you hoard your cash and shout 'Gooooollld! Goooolllllldd!!' and laugh hysterically while throwing coins up in the air.

SHARP STUFF

The weapons available in Keys provide a good selection of the usual swords axes and hammers. These are melee weapons, which means you must saunter up to monsters, look them in the eye and press the fire button for all you're worth! The bows and arrows actually fire 'ranged' missiles, so monsters can be attacked from a safer distance. The downside about arrows is that you can only pack 99 of them. Believe it or not, 99 shots can go pretty quickly. So then it's back to trusty steel and iron to do the job (even these suffer wear and tear, though, so they need to be re-sharpened constantly — for a fee, of course.)

PROTECTION

The armour is the usual leather, ring mail, chain mail and steel plate. Upscale suits include methreal (as opposed to mithral) and, if found while dungeon delving, pearl armour (all the snappy dressers know that Maramon is famous for its pearls). There are no penalties, however, for wearing heavier armour, so batten down, button up and battle through.

PRESENTATION 81%
Decent title page and character selection screen, user-friendly menu system. Plently of disk loading, unfortunately, although waiting is never excessive.

GRAPHICS 80%
Game world is detailed and colourful. Character sprites are rather small and simplified, though.

SOUND 58%
Atmospheric title music but in-game uses only simple spot effects.

HOOKABILITY 92%
Very easy to get into — grabs you straight away.

LASTABILITY 77%
Enjoyable while it last — more experienced players may find it a little short.

OVERALL 87%

Well designed, good presentation, easy to play with a decent plotline.



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(Choccy Egg)

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CHUCKIE EGG

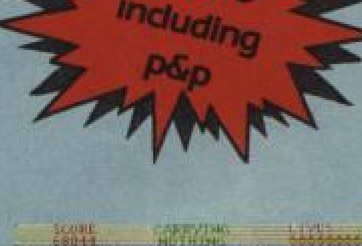
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Screen shots from Amiga Version





Screen shots from Amiga Version

Review of Chuckie Egg by Computer Games Week

Gameplay 90%, Graflx 85%, Overall 89%

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PnC Pick & Choose

it's Corky!

Poor old Robin has been bogged down with loadsa work recently, so I have been asked to step into his shoes (bit of a tight fit) and so sadly Pig In A Poke is no more (sniff, sniff). But don't worry, the tips section lives on with yours truly, Mark 'Corky' Caswell searching out the truth where Robin feared to tread (collecting a few bumps and bruises in the process).

This month I'll be bringing to you (at great personal risk) *Navy SEALs* (Levels 4 & 5) maps, plus pokes and tips on *Viz*, *Puzznic* and for all of you who like big assets the complete *Elvira* solution, along with anything else that turns up at the last second. It's all go here you know, Stu nagging day and night, Phil showing off his new yellow shirt (cue liquid laugh) and Robin shouting down the phone at people. I dread to think what will happen if the Scorelord decides to visit again, I still haven't recovered from the reviewers challenge a couple of months ago.

ELVIRA — MISTRESS OF THE DARK

(MicroValue)

Before we get too many Frankie Howerd-style 'get yer titters out' jokes from Phil we'll move swiftly along with this complete solution to the game starring one of my heroines. Thanks go to Phil Thompson **in Clwyd for all the hard work, but I'm sure he didn't see it that way.**

Firstly go to the courtyard and collect some HAY, then head for the souvenir shop and get the LARGE SHIELD. The armoury is next to get a SWORD, CROSSBOW and another LARGE SHIELD. Then head for the library and get the SPELLBOOK which should then be taken to the kitchen and given to Elvira. Take all from the larder and ask her to make HERBAL HONEY, then eat it. Go upstairs and search the bedrooms for CROSSBOW BOLTS and collect the LAUDINUM from the bathroom, but avoid the vampire's room for the moment. Visit the garden shed, practising your aim on the target range en route, search trees and bushes for ingredients. In the shed get SILVER CROSS, MAGGOTS, KEY (from tin) and HAMMER.

Go to the herb garden and collect everything to hand; when it comes to ingredients the general rule of thumb is that you can't have too much of anything. Go back to the castle and enter the living room, pick up the WOODEN STAKE and FERN. Go back to the vampire's room and kill her with the stake, collect the CROSSBOW BOLT and VAMPIRE DUST. Go to the blue room and get the BIBLE, then look inside. Head down to the dungeon and collect the SALT from the torture chamber — this is used on the cook to remove her from the kitchen. In the meadow, shoot the bird with the crossbow and collect a FEATHER and a KEY and retrieve the bolt. Enter the maze and head for the centre, shoot any goblins that appear but don't get too close, collect any handy herbs.

When you near the centre of the maze watch out for goblin eyes peering at you through the hedge, if there select a suitable spell and shoot at them. You are then clear to enter and take the RING from the nest and ingredients from the pond. Return to the kitchen and ask Elvira to make up spells, remember if the cook returns chuck some salt at her. Click on the dumb waiter, use the GLOWING PRIOR spell to retrieve a KEY, then enter the chapel and take the PRAYER SCROLL, place ring in CROSS and enter the hole that appears. You are now under the altar: get the CROWN and use the prayer scroll, put the crown on the crusader and take the SWORD. Go up to the battlements and shoot the grey knight, now watch where he falls, then go to the dungeon and collect the INSECTS and WEBS. Enter the torture chamber and pull the RING on the floor, then collect the BONES and the KEY.

Go to the catacombs and get the DRAGON'S BLOOD from the SKULL above the door, then slay the monster and get the IRON and STONE KEYS, place the bones in the EMPTY COFFIN. It's back to the torture room one last time to pick up the TONGS, before heading for the foundry to look in the BOX and get CRUCIBLE. Then put the crucible on the fire and add the silver crucifix and a crossbow bolt. After retrieving the SILVER BOLT take it to the stable and use it to shoot the dog, then collect some HORSEHAIR. Go to the far stable and pull the RING, collect the KEY. Go back to the kitchen and use the tongs to pick up the COAL, now take this to the CANNON in the turret and light it. Go to the armoury and drop everything except your weapon. Now wear the ARMOUR and kill the gatekeeper. With this achieved you can read the notice and collect the KEY.

Enter the catacombs and lift the lid of the other coffin (ie not the one you dropped the bones in), lo and behold there is a secret passage. Swim along until you can surface, then go down again and find the grill. Unlock it and find the grey knight, grab the KEY and go back up the wall, collecting MOSS on the way. Climb the broken tower and open the CHEST, inside there is a DAGGER and a SCROLL. Go back to the catacombs and insert the stone key in the key shaped impression, kill handmaiden with a spell and put the crusader sword inside the pentangle. Finally use the scroll and dagger to kill Emelda (well it's more to stop her coming back to life) and end the game.

SHADOW WARRIORS

(Ocean)

My thanks go to Steven King **(one of my favourite novelists by the way smarm, grovel) in Cumbria for these *Shadow Warriors* pokes.**

Reset your machine and type in
Poke 31185,173 — Infinite Time
Poke 34665,234 — Infinite Lives
Poke 35002,173 — Infinite Energy

NIGHT SHIFT

(US Gold)

Here are the last few codes to allow Fred/Fiona to complete this excellent game courtesy of Jonathan Crompton **who lives in sunny Manchester (well, maybe not).**

21) Lemon/Cherries/Pineapple/Pineapple
22) Blueberry/Lemon/Cherries/Banana
23) Blueberry/Cherries/Cherries/Lemon
24) Blueberry/Pineapple/Lemon/Lemon
25) Banana/Pineapple/Pineapple/Lemon
26) Blueberry/Cherries/Cherries/Banana
27) Banana/Cherries/Lemon/Banana
28) Blueberry/Banana/Banana/Pineapple
29) Cherries/Blueberry/Cherries/Pineapple
30) Cherries/Cherries/Banana/Blueberries

TIME MACHINE

(Activision)

CREATING ZONE 4

When this Zone is created, the task is to make the cavemen invent the wheel and break the tree branches to make a bridge in Zone 4.

The stone in Screen 1.2 and 2.2 that you've seen before is now a stone wheel firmly fixed to a rock on Screen 3.2. Blast the base of the rock to make the wheel fall to the ground and take it to Screen 3.5. The quickest way to do this is to carry the wheel to 3.3, enter the hut there and you'll be taken to 3.5. Now walk up to the square wheel and drop the rounded one by it and hopefully the cavemen will catch on.

The best method, however, is to create a bridge so you can cross the river leading to Screen 3.5. If you have planted seeds in 2.4 then you should have trees in 3.4 (logical). You need to break the branches off the trees by landing on them. Use the Pterodactyl in Zone 1 to fly through the screens and as you cross the river on Screen 1.4 change to Time Zone 3 so that you're on Screen 3.4. You'll fall down and knock one of the branches down onto the river. repeat this procedure again just as you fly over the branches. The bridge will be created in Time Zone 3 and you can take the wheel across to 3.5 and Time Zone 4 is created in the process.

CREATING ZONE 5

The two objectives on this level are to destroy the Goliath and then reveal the oil source.

Get a powder barrel from 4.5. To avoid the cannon ball, stand in the middle of the screen in 3.5 and change Zone to Time Zone 4. Take the barrel to 4.4 and drop it as near the right-hand side of the bridge as possible. Place a pod near the barrel and wait for Goliath to get near the right-hand side of the bridge and then transport the flame from 1.1 to ignite the barrel. This will destroy the Goliath (not surprisingly).

Now that Goliath is out of the way you can reveal the oil source. Get another barrel from 4.5 and take it to 4.1 and drop it by the moving rock (which is the oil source). Place a pod near the barrel and ignite it to dislodge the moving rock and reveal the oil source. Time Zone 5 will now be created.

REPAIRING THE TIME MACHINE

1) Recovering The Crystal Unit For The Time Machine

Kill some of the terrorists in 5.5 and collect the bomb. Transport the bomb to 1.1 and move it to the rock that contains the crystal. Ignite the bomb to dislodge the crystal, although it will fall into the swamp and need you to travel to 2.1 to search for it. Then return to the time machine and place a pod in front of it before transporting the crystal.

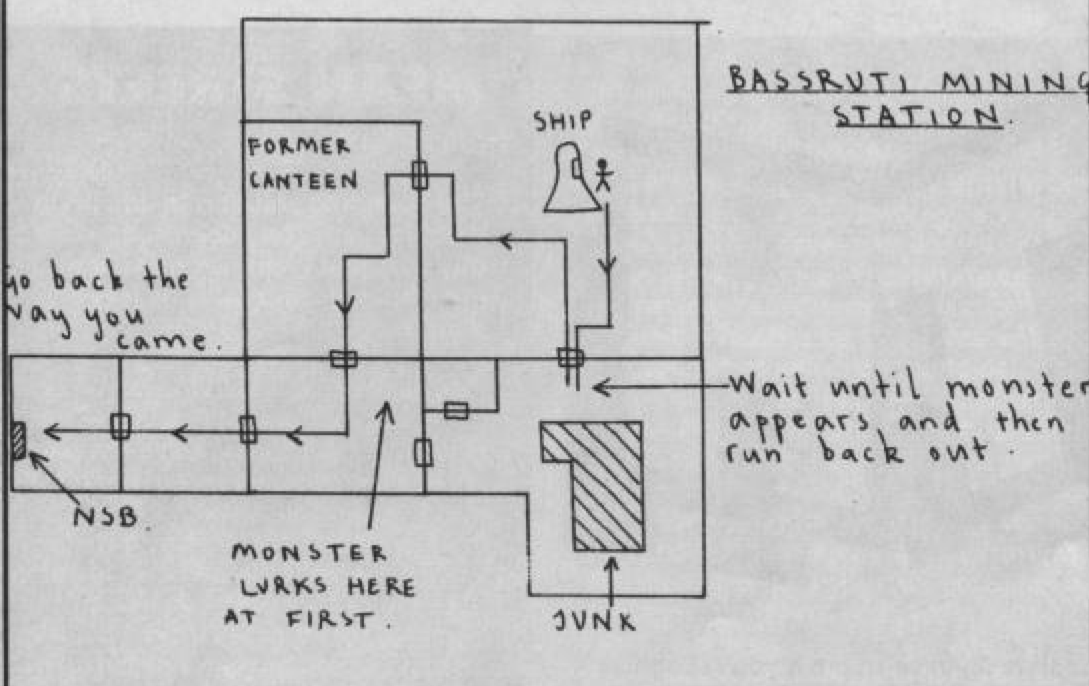
2) Switching Power To The Time Machine

There is a power switch on top of the building with the VID Oil sign in 5.1. Use the Pterodactyl to land on top of the building and use the zapper to turn the power on and off. Make sure that you place the crystal in the Time Machine before switching it on. Now with the crystal in place and the power switched on, you can complete the game!

SPACE ROGUE

(Mindscape)

Here is how to avoid the monster in the Basruti Mining Station thanks to another anonymous person (doesn't anyone have a name anymore?).



MIDNIGHT RESISTANCE

(Ocean)

As the newly elected compere for the tips section I would like to officially say 'hello' to Warren 'Waz' Pilkington **and thank him for all the hard work he has contributed (hopefully there will be more now that he has a disk drive). Here is a *Midnight Resistance* poke from Madchester's favourite music hacker.**

Load up the game and reset it on the title screen, then type:

POKE 10300,173 (RETURN) — for infinite lives,

POKE 2048,120: POKE 2049,216: 2050,162: SYS 2048 (RETURN) to restart.

And Waz hasn't finished with this ace Ocean game yet 'cause here is a music hack.

INSTRUCTIONS

1) Type in the listing and save it.
2) Load the game and reset on the title screen.
3) Reload the listing (or retype it if you are a masochist).
4) Add the data line.
5) Run it, although nothing should happen.
6) Type in POKE 4112,X: SYS 4096 (RETURN) — replace 'X' with one of the numbers below.
7) The music plays (blame Waz if it doesn't).

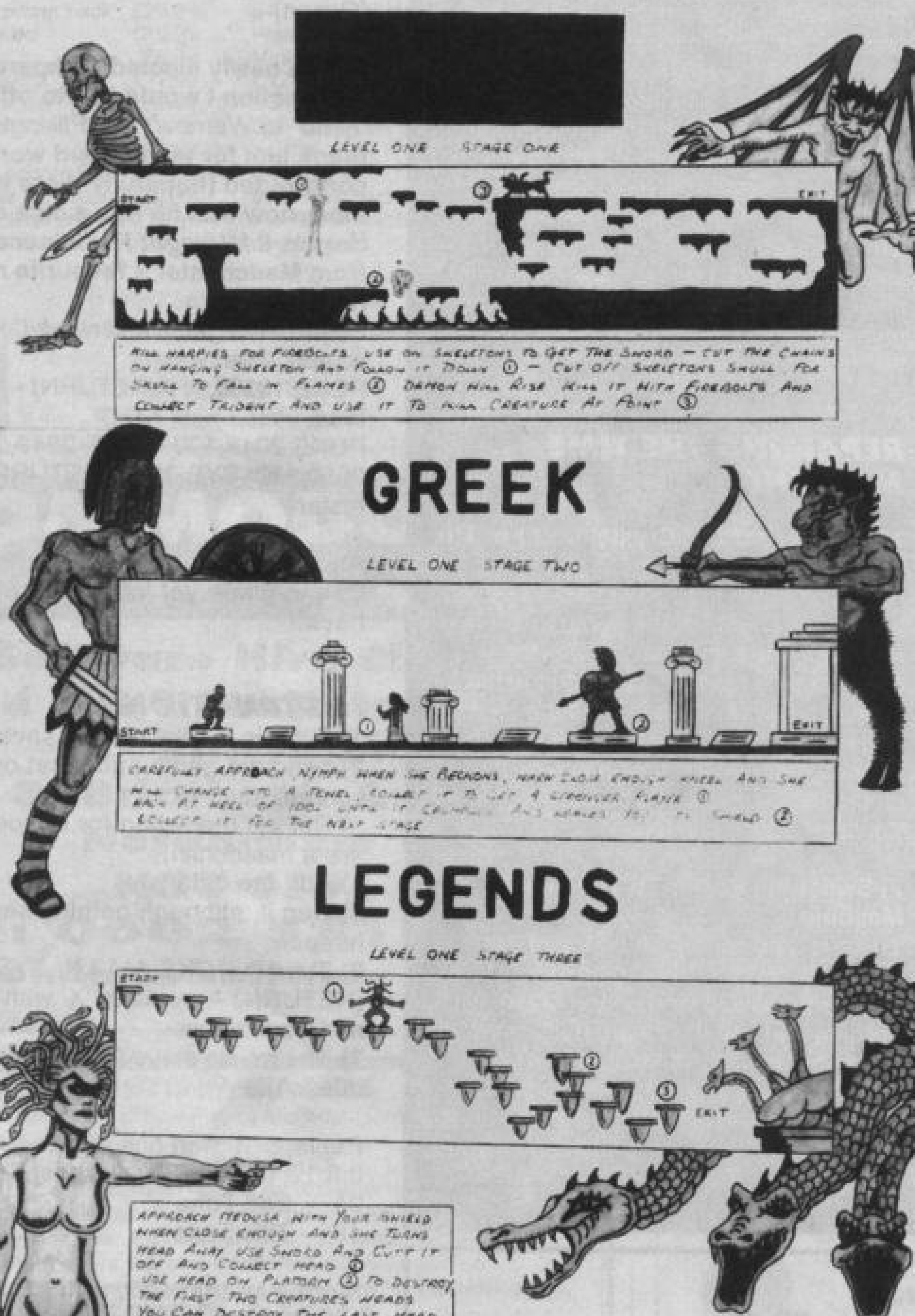
Replace 'X' with one of these numbers:
0,6,12,18,30,36,42 — Level Tunes
24 — End Tune
48 — Title Tune

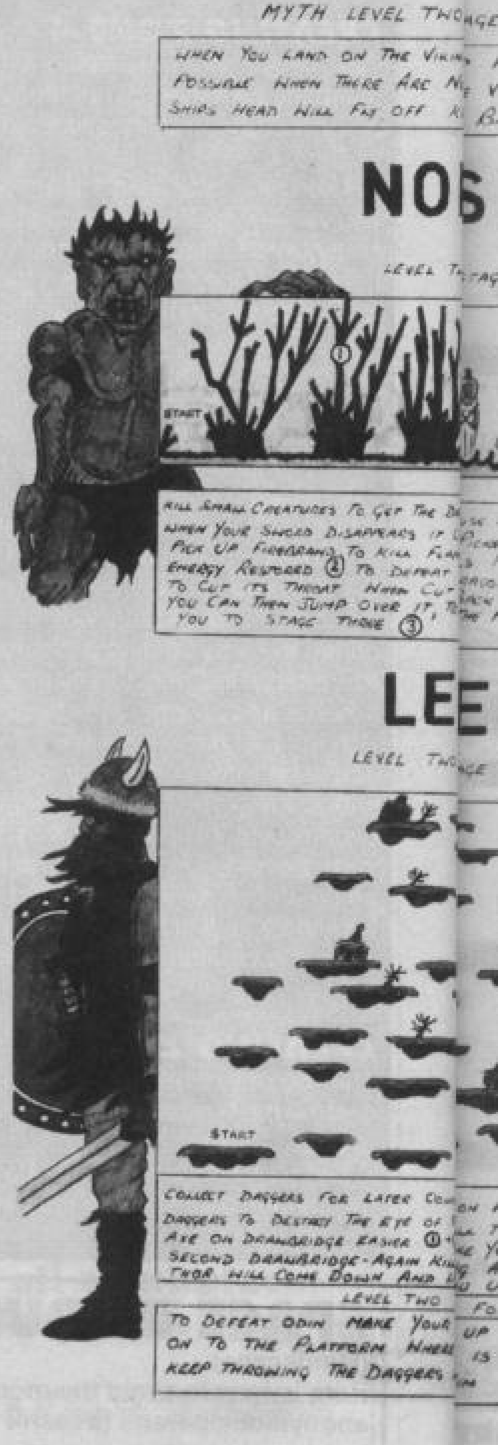
Simple as that eh?, well here goes with the listing. And don't forget, as with most music hacks this needs a reset switch/reset cartridge.

```
10 REM OCEAN IN-GAME TUNE
MASTER LISTING (C) WAZ 10/12/89
20 FOR WA=4096 TO 4141: READ Z:
C=C+2: POKE WA,Z: NEXT WA
30 IF C≤ ≥4141 THEN PRINT 'WHAT A
WALLY! CHECK THE LISTING': END
40 PRINT "DATA OK! WELL DONE"
50 READ H1,L1,H2,L2: POKE 4141,H3:
POKE 4115,L1
60 POKE 4133,H2: POKE 4134,L2
70 DATA
120,169,32,141,20,3,169,16,141,21,3,169,
53,133,1
80 DATA
162,0,132,30,16,169,55,133,1,169,75,141.
181.220
90 DATA
88,96,234,169,53,133,1.32,30,16,169,55,1
33,1,76,49,234
```

This DATA line is specifically for *Midnight Resistance*, next issue I'm sure Waz can send in a few more (hint, hint, knoworrimean?).

```
100 DATA 133,225,84,226
```





MYTH

(System 3)
Thanks go to Mr/Mrs Anonymous for this complete *Myth* solution. If you recognise it please write to me so that you can be properly rewarded.

MEAN STREETS

(US Gold)

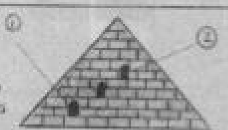
The complete solution to this brain-bending game has been sent to me by a guy who just identifies himself as Jean-Paul, **but whoever he is he has my thanks.**

Finding passcards is the key to winning the game, and the easiest to find are from John Klaus and Sam Jones. Ask them in turn about their passcards, Klaus will hand his over freely although you will have to threaten Jones for his. Then go to Linsky's lab in the warehouse and walk to his desk, open the cabinet door and take out the Band Aid tin, inside is Linsky's passcard. Then go to Ron Morgan's beach house, where the main task is to switch off the



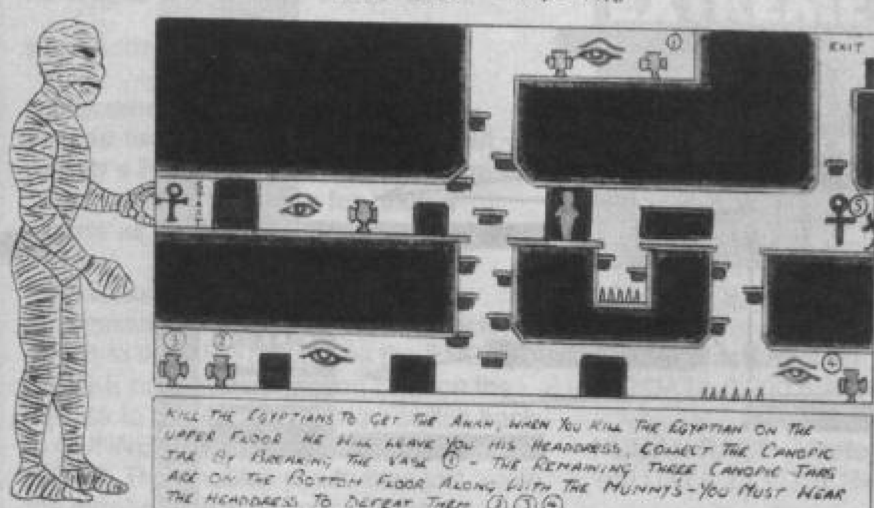
MYTH LEVEL THREE STAGE ONE

USE SWORD TO KILL SNAKES FOR ENERGY
WHEN AT THE PYRAMID YOU MUST COLLECT THE EYE ICON IN ENTRANCE ONE
ENTRANCE TWO HAS TWO PASSAGE WAYS WHICH LEAD TO THE EXIT FOR STAGE TWO BOTH PASSAGE WAYS ARE FULL OF TRAPS TREAD CAREFULLY



EGYPTIAN LEGENDS

LEVEL THREE STAGE TWO



KILL THE EGYPTIANS TO GET THE ANKH, WHEN YOU KILL THE EGYPTIAN ON THE UPPER FLOOR HE WILL LEAVE YOU HIS HEADDRESS, COLLECT THE CANOPIC JAR BY BREAKING THE VASE ① - THE REMAINING THREE CANOPIC JARS ARE ON THE BOTTOM FLOOR ALONG WITH THE MUMMYS - YOU MUST WEAR THE HEADDRESS TO DEFEAT THEM ② ③ ④
GO BACK TO THE MIDDLE FLOOR PLACE THE ANKH IN THE SPACE IN THE WALL STAND UNDER ANKH AND USE THE EYE ICON TO DEFEAT THE GUARDIAN ⑤ WHEN BEATEN YOU WILL GET AN URN WHICH WHEN COLLECT ENABLES YOU TO JUMP UP TO REACH THE PLATFORM ABOVE THE ANKH

LEVEL THREE STAGE THREE

CANOPIC JARS ORDER

1 GREEN — 2. BLUE
3 RED — 4. YELLOW

WHEN YOU MEET THE GIANT HEAD AT THE END OF THIS STAGE KEEP FIRING AT ITS EYE KEEP CLEAR OF ITS MOUTH, AND THE SNAKE



MYTH LEVEL FOUR
THE FINAL CONFRONTATION WITH DAMERON



THIS LEVEL IS A SHOOT EM' UP REACH THE END AND YOU'VE DONE IT



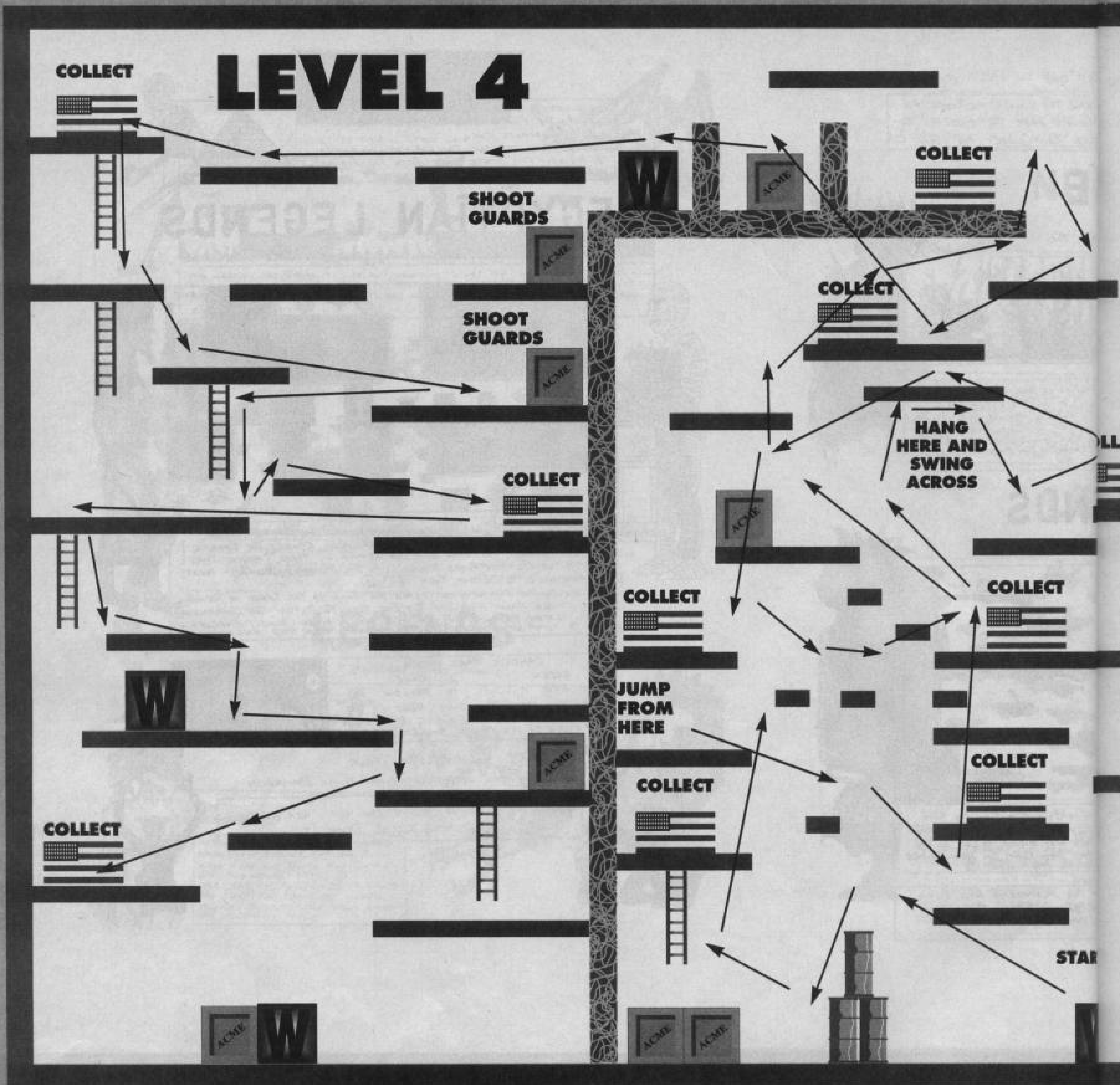
alarm. This is done by walking to the table in the middle of the room and looking at the console. On it there are several switches and number three is the one you want to turn on. The alarm is now off so walk to the desk and move the lamp, this reveals some fishfood which you should take to the fish tank in order to collect the passcard.

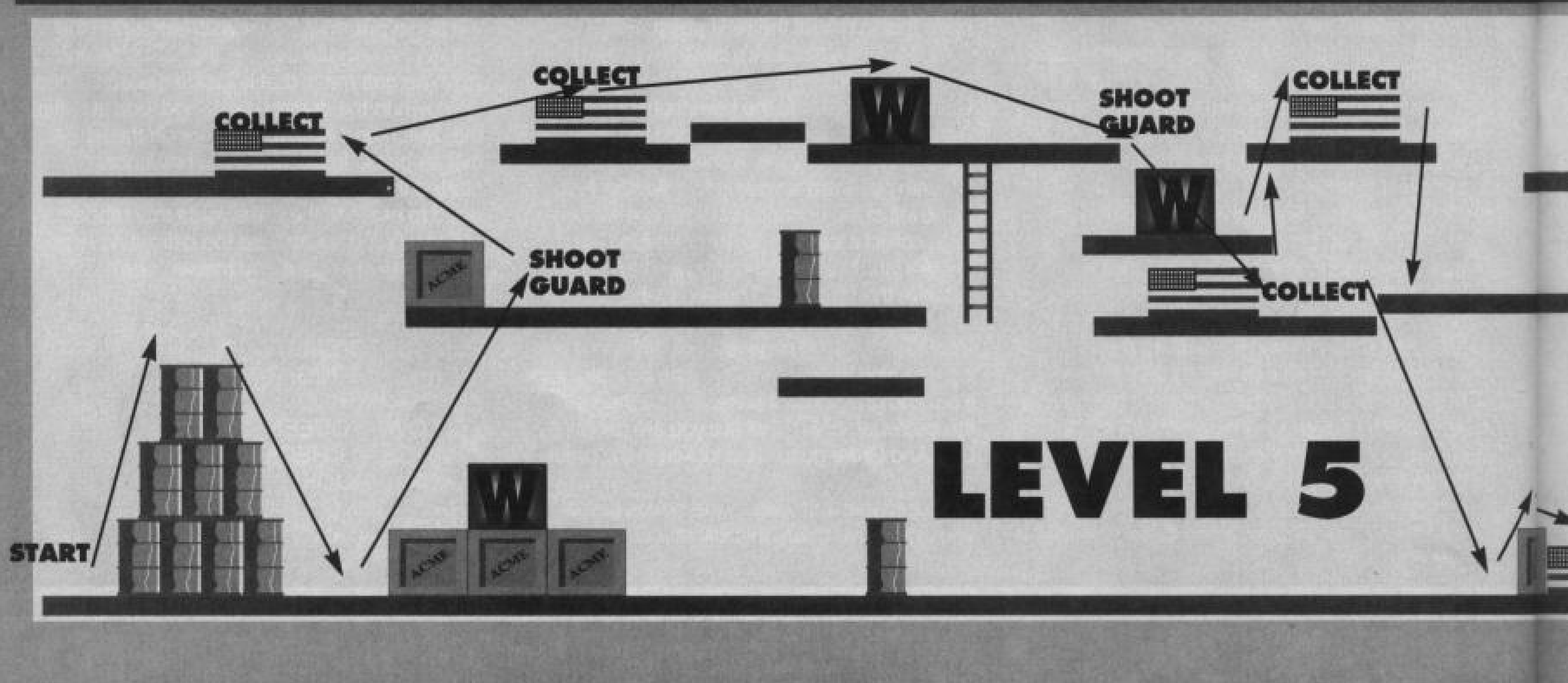
Now head for Big Jim Slade's apartment and look in the dresser, get the box of matches and open it. Inside there is a key, take it to the correct locker at the bus station and collect the fifth passcard. Next stop is the Law And Order Party HQ, walk to the workstation right below you, look at it then look at the control panel where a switch will have appeared. Flick this switch and walk to the wall closet, open it and move the shelf, the burglar button should then pop up. Press this and search the coat that is hanging there, remove the piece of paper read it and then go to the picture. Move the picture and there is a safe, open this to reveal the next passcard.

Go to Bosworth Clark's lab, walk to the cabinet and pick up the gloves. Then go to Greg Call's lab and walk to the lower right of the screen, pick up the stalagmite and the vine. Moving the vine reveals a shelf where the seventh passcard is waiting to collected. Now go to the left of the entrance where there will be a pole, collect it 'cause you will need it in Cal Davis's lab. The first thing you need to do here is to move the rat cages. Then open the circuit box and flip the switch that deactivates the alarm. Now look at the rat cage and you will see a box in there, and as you have the pole you can hook it out and grab the last passcard. It's then onto the secret lab of MTC where you are caught by Law And Order goons and locked in the boiler room.

To escape, first walk to the boxes below you and move them, this will reveal a key. Take it and then walk to the right where you will find a panel and a viewscreen, open the panel and remove the box that is inside and take the gas mask that is inside the box. Then go down to the control panel and look at it, flip the switch and walk to the door on the left as fast as possible because you have now started the self destruct sequence. You now need to enter all the passwords in a random order, which shouldn't be too difficult as here they are (just in case you missed one).

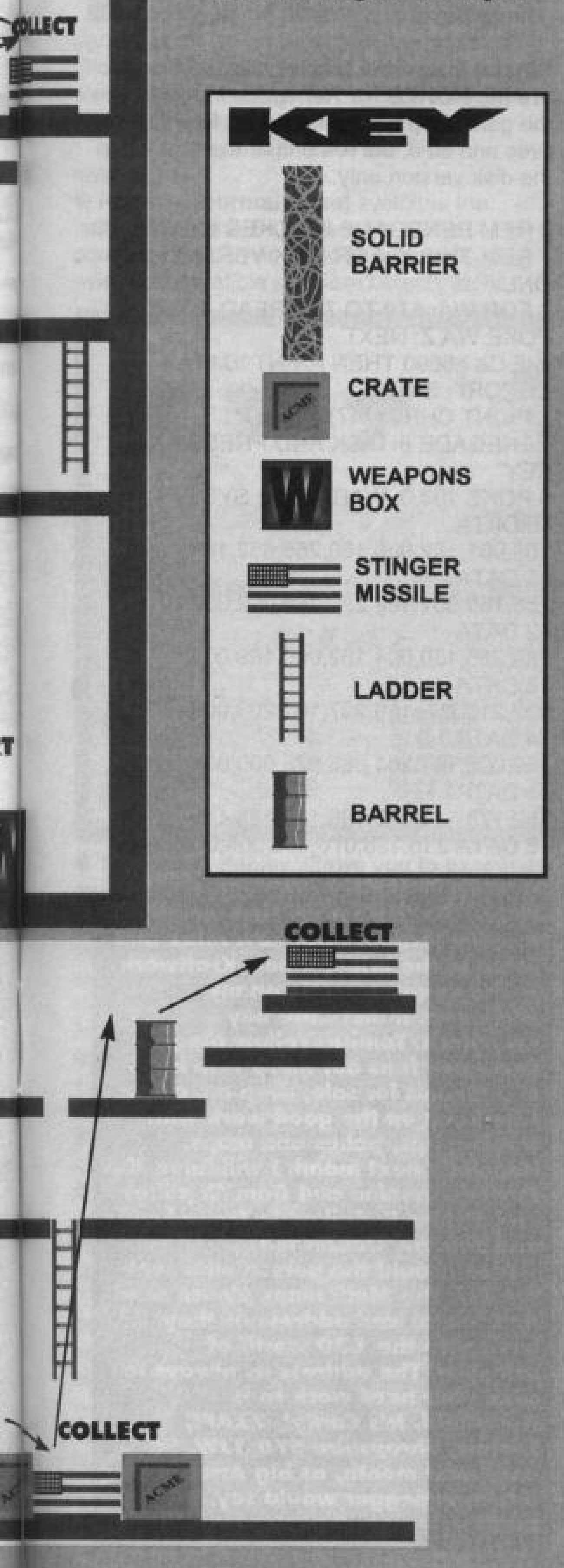
PASSWORDS
RED — STALEMATE
PURPLE — KNIGHT
BLUE — BISHOP
YELLOW — QUEEN
ORANGE — CHECKMATE
BLACK — ROOK
GRAY — KING
GREEN — PAWN


LEVEL 4
COLLECT
SHOOT GUARDS
SHOOT GUARDS
COLLECT
COLLECT
COLLECT
HANG HERE AND SWING ACROSS
COLLECT
JUMP FROM HERE
COLLECT
COLLECT
COLLECT
COLLECT


COLLECT
COLLECT
SHOOT GUARD
COLLECT
SHOOT GUARD
COLLECT
START
LEVEL 5

NAVY S.E.A.L.S

(Ocean)
My thanks go to a guy called Dalvir Singh **for the last two** ***Navy SEALs*** **maps (Levels 4 & 5), I've never managed to get very far in the game up until now but with the help of the maps that have been printed over the last couple of months I'll beat those tea towel-wearing terrorists yet.**



STEEL THUNDER

(Accolade)

A last minute tip for *Steel Thunder* arrived too late to be included in last month's Pig In A Poke, so thanks go to L Peacock **of Nottingham for his/her efforts as they are printed now.**

When heading for your assigned destination and you are attacked, quickly switch to the DRIVER and hit the ENGINE SMOKE button whilst pulling back on the joystick to come to a halt. Now switch back to GUNNER and switch to THERMAL SIGHT. This enables you to then just rotate the turret and pick off your attackers while remaining undercover. You must remember to switch off ENGINE SMOKE once the threat is over (otherwise you could run out of fuel very quickly). Using this method you can receive all the promotions and decorations available.

VIZ

(Virgin)

Thanks to Waz **for these reset POKES for possibly the most frustrating multiload game around. On every race section enter these POKES.**
POKE 7721,173
POKE 7880,173 — Infinite Lives
POKE 4817,165 — Infinite Time

CORKY'S CACOPHONY

Here are some music hacks. Just type in the Maniacs Of Noise listing that was printed a couple of months ago, load the game and add these DATA lines.

VIZ
100 DATA 0,240,3,240,169 (x is 0)
(character select)

100 DATA 3,240,6,240,169 (x is 0)
(race section)

CYBERNOID 2
100 DATA 32,166,38,166,162

And here are some DATA lines for the Rob Hubbard music hack thanks to Waz. **Again load up the listing and the required game and add these DATA lines.**

19 (Cascade)
100 DATA 9,242,15,242 (x is 0)

NINJA (Mastertronic)
100 DATA 0,200,6,200 (x is 0)

HUMAN RACE (Mastertronic)
100 DATA 28,177,6,160 (x is 0)

EXTREME

(Digital Integration)

Load up the game, hit the reset and enter Waz's **POKES for infinite energy**
POKE 5000,173 (RETURN)
POKE 16980,173 (RETURN) SYS 2544 (RETURN) — voilà, infinite energy.

NINJA SPIRIT

(Activision)

The C64 version of this oriental slasher is one of my fave games, Waz has sent in some cartridge POKES. So load up the game and freeze it where you want to cheat and type in.

Load 1 (Levels 1&2)
POKE 10448,173

Load 2 (Levels 3&4)
POKE 10494,173

Load 3 (Levels 5&6)
POKE 10409,173

Load 4 (Levels 7&8)
POKE 10396,173

TURRICAN 2

(Rainbow Arts)

It looks like Waz has a contender for the title of music hacker of the year. Peter de Bie **from Holland has sent in this listing for the sequel to one of my favourite games of 1990. Take it away Peter.**

INSTRUCTIONS

1) Type in the listing and save it for future use. Note, where it says [9 spaces] (or whatever), press the spacebar nine times.
2) Load the game.
3) Reset whilst your favourite music is playing, you can choose from title, hi-score, level 3.1, 3.2, 3.3 or the end-of-game music.
4) Load the saved listing.
5) Run it and wait for about 7 seconds.
6) Choose the music from the list on the screen — you can only access the music

you were listening too.
7) Press space to start again, F1 to speed up and RUN/STOP to quit.

```
1 REM *** TURRICAN 2 MUSIC LISTING
***
10 FOR I=4069 TO 4236: READ A$
15 LET L=ASC (LEFT$(A$,1)): L=L-55: IF
L≤5 THEN L=L+7
20 LET R=ASC (RIGHT$(A$,1)): R=R-55:
IF R≤5 THEN R=R+7
25 V= (L*16)+R: POKE I,V: C=C+V: NEXT
I
30 IF C≤ ≥14248 THEN PRINT
"AAARGH!": END
50 DATA
78,A9,00,20,00,00,A9,23,8D,14,03,A9,10,8
D,15.03,A9,7F,8D,0D,DC
55 DATA
A9,FF,8D,1A,D0,A9,40,8D,12,D0,58,4C,37,
10,EE,19,D0,EE,20,D0
60 DATA
20,03,00,CE,20,D0,A9,1B,8D,11,D0,4C,31,
EA,20,E4,FF,C9,20,F0,03
65 DATA
4C,37,10,4C,00,10,A9,00,A2,80,4C,56,10,
A9,00,A2,6C,4C,56,10
70 DATA
A9,01,A2,6C,8D,02,10,8E,05,10,8E,2B,10,
4C,00,10,20,E4,FF
75 DATA
C9,41,F0,1B,C9,42,F0,1A,C9,43,F0,19,C9,
44,F0,12,C9,45,F0,0E
80 DATA
C9,46,F0,0A,C9,47,F0,06,4C,62,10,4C,44,
10,4C,4B,10,4C,52,10
100 PRINT CHR$(147): POKE 53280,0:
POKE 53281,0: POKE 646,1
105 PRINT "[3 SPACES] TURRICAN 2
MUSIC BY MARKUS SIEBOLD": PRINT
106 PRINT "[3 SPACES] RIPPED BY
PETER DE BIE FOR ZZAP!": PRINT
110 PRINT "[3 SPACES] WHICH TUNE
WOULD YOU LIKE TO HEAR": PRINT
120 PRINT "[9 SPACES] A) INTRO
MUSIC"
130 PRINT "[9 SPACES] B) TITLE MUSIC"
140 PRINT "[9 SPACES] C) HIGH SCORE
MUSIC"
150 PRINT "[9 SPACES] D) LEVEL 3-1"
160 PRINT "[9 SPACES] E) LEVEL 3-2"
170 PRINT "[9 SPACES] F) LEVEL 3-3"
180 PRINT "[9 SPACES] G) END OF
GAME MUSIC"
190 PRINT: PRINT "[7 SPACES] PLEASE
ENTER YOUR CHOICE"
200 SYS 4194
```

PREDATOR 2

(Mirrorsoft)

Thanks go to the sender of these handy *Predator 2* POKES, unfortunately I lost their name, but they know who they are.
POKE 42513,173 (Infinite continues)
POKE 4156,173
POKE 4296,173
POKE 39010,173 (Infinite ammo — apart from rocket launcher)

MOONSHADOW

(Idea)

And now here is a pretty nifty music routine from Waz. As usual load up the game and reset it, then type in the listing and run it.

```
1 REM MOONSHADOW MUSIC BY WAZ
91
2 FOR WA=4096 TO 4117: READ Z:
C=C+Z: POKE WA,Z: NEXT
3 IF C≤ ≥1493 THEN PRINT "ERROR IN
DATA! CHECK IT NOW": END
4 POKE 56501,75: SYS 4096
5 DATA 120,169,016,141,020,003,141,021
6 DATA 003,169,000,032,000,040,088,096
7 DATA 032,003,040,076,049,234
```

Then type in
POKE 4106,X: SYS 4096 (return) for tunes (X=0 to 3)

NINJA SPIRIT

(Activision)

Along with Waz's POKES for *Ninja Spirit* comes this music hack to get your toes tapping. Load up the game and reset it, now type in the listing and run it.

```
1 REM NINJA SPIRIT MUSIC BY WAZ '91
2 FOR WA=4096 TO 4041: READ Z:
C=C+Z POKE WA,Z: NEXT
3 IF C≤ ≥4693 THEN PRINT
"ERROR DUDE! CHECK
DATA": END
4 SYS 4096
5 DATA
120, 169, 032, 141, 020, 003,
169, 016
6 DATA
141, 021, 003, 169, 053, 133,
001,169
7 DATA 008,
032,230,164,169,055,133,001
8 DATA 169,075,141,181,220,088,234,096
9 DATA 169,053,133,001,032,067,165,169
10 DATA 055,133,001,076,049,234
```

Then type in
POKE 4112,X: SYS 4096 (RETURN) to play (X=0-8)

RENEGADE III

(Ocean)

What a busy little beaver Waz is, here are his POKES for *Renegade III*. Load up the game and type in the listing for infinite lives and time, but remember that this is for the disk version only.

```
0 REM RENEGADE III POKES BY WAZ 91
1 REM THIS IS FOR DISK VERSION
ONLY
2 FOR WA=679 TO 733: READ Z: C=C+Z:
POKE WA,Z: NEXT
3 IF C≤ ≥6690 THEN PRINT "DATA
ERROR!": END
4 PRINT CHR$ (147); "INSERT
RENEGADE III DISK AND PRESS ANY
KEY"
5 POKE 198,0: WAIT 198,1: SYS 679
10 DATA
169,001,162,008,160,255,032,186
11 DATA
255,169,001,162,220,160,002,032
12 DATA
189,255,160,004,162,000,169,000
13 DATA
032,213,255,169,207,141,203,066
14 DATA
169,002,141,204,066,076,000,064
15 DATA
169,173,141,026,198,169,189,141
16 DATA 215,198,076,000,004,070,000
```

STORMLORD

(Hewson)

Here is Waz's contribution to the *Stormlord* music hack scene. There was a listing in issue 54 but it only contained one tune. That is now rectified with this multi-tune masterpiece, just load the game, reset and type in the listing as usual. Then plug a joystick into port two and move it up, down, left and right to listen to the tunes.

```
1 REM STORMLORD MUSIC BY WAZ
91
2 FOR WA=8192 TO 8301: READ Z:
C=C+Z: POKE WA,Z: NEXT
3 IF C≤ ≥11449 THEN PRINT "DATA
ERROR": END
4 PRINT CHR$ (147); "USE LEFT,
RIGHT, UP, DOWN IN PORT 2 FOR
TUNES": SYS 8192
10 DATA
120,169,033,141,020,003,169,032
11 DATA
141,021,003,169,075,141,181,220
12 DATA
169,053,133,001,169,000,032,155
13 DATA
170,169,055,133,001,088,076,030
14 DATA
032,169,053,133,001,032,161,170
15 DATA
169,055,133,001,173,000,220,201
16 DATA
127,240,016,201,126,240,015,201
17 DATA
125,240,011,201,123,240,015,201
18 DATA
119,240,019,076,126,234,233,125
19 DATA
141,099,032,076,094,032,169,002
20 DATA
141,099,032,076,094,032,169,003
21 DATA
141,099,032,076,094,032,169,053
22 DATA
133,001,169,000,032,155,170,169
23 DATA 055,133,001,076,067,032
```

Phew, that's it for my first month on the tips section, I can now relax and listen to the brilliant new Kraftwerk — The Remix cassette on my Walkman. If there are any Kraftwerk/Tomita/Yellow Magic Orchestra fans out there who have any albums for sale, drop me a line. Also keep up the good work with sending tips, pokes and maps. Hopefully next month I will have *The Power, Atomino* and *Gem 'X* pokes and *Strider II, Spikey In Transylvania* and *Shadow Dancer* maps.

Also, would the person who sent through the *Myth* maps please send their name and address as they have won the £30 worth of software. The address as always to send your hard work to is *Newsfield, It's Corky!, ZZAP!, Ludlow, Shropshire SY8 1JW*. So until next month, as big Arnie Schwarzenegger would say, I'll be back.

On the REPLAY

Datel have a distinguished history providing comprehensive utility cartridges. However, the controversy over their use by pirates has often overshadowed their very useful legitimate functions. This has prompted Datel to modify the Action Replay cart, inserting a special code into each one so that any program backups made by it will only work with that particular cartridge. Boris Myashirov examined the latest Action Replay Mk VI to see how useful it is to your average gamer.

The cheery, red C64 cartridge has Reset and Freeze buttons, and slots into the same expansion port as games carts, so no poking for them. Once fitted the cart automatically flashes up its menu as soon as the C64 is turned on (and when the Reset button is pressed). There are four options:

● **Reset — Normal Reset** switches the cartridge off, making it invisible to the computer, hence no need to remove it when incompatible software objects to its presence. Well, this is the theory but some software is still able to detect it perfectly well and refuses to load! (Examples include many if not all System 3 games and Andrew Braybrook programs.)

● **Reset — Configure Memory** improves the backup utility, making compaction more efficient.

● **Fastload** is an excellent method of loading disk software.

● **Utilities** allows you to get a disk directory or format a disk, just by pressing a function key. Disk files can be copied and DOS commands entered.

Pressing the Freeze button takes you to the backup screen. The Action Replay actually freezes the whole program that it sees within memory. A snapshot, in other words. The program can then be compacted onto disk or tape. There are a number of formats available for backup. All vary in reloading speed and how they can be altered later on. The Standard disk backup uses the standard kernel save routine, saving any program over 202 blocks in two parts. A more efficient backup is the Turbo mode which produces a standard C64 file but with faster reloading. The third option is Warp*25: although its nonstandard file format means you will have trouble using it with recognised utilities, the reloading times are incredibly fast.

When using tape to backup onto you can use Turbo, which saves from five to six times the standard speed or Superturbo which saves at eight to ten times the standard speed.

This backup function is obvious extremely useful for programmers, and essential for many American RPGs which simply won't work other than from copies of program disks. This is to prevent accidental corruption of the originals, and also occasionally because the whole program is altered when you save — eg *Space Rogue*. It's also very useful for saving a game just at moment so when you die you can simply reload at the start of that tricky situation. Of course this back-up function is the one that's led to so much difficulty with software houses over piracy. In truth though, it's of limited use with so many games being multiloads as it only saves exactly what's in memory. You can still use it to cheat, reinserting the proper disk or tape when you've reloaded your save position, but pirating the entire game is virtually impossible. An alternative option to copy a whole disk is there, but this relies on there being no protection. In any case the new secret ID system further limits piracy potential so that hopefully legal problems will disappear.

Other important utility options include the Sprite Killer which allows you to disable collisions between sprites and the background, etc, while the Sprite Monitor allows you to display a sprite and alter it. A text editor allows you to do the same thing with text messages. You can also save screens to disk and printer, format a disk, copy a disk, access a disk monitor and so on.

There's also a comprehensive pokes option: the Reset option obviously allows you to input standard pokes with SYS numbers, but the Action Replay also allows you to use pokes without SYS numbers and even to find your own. Simply press the Freeze button, select the pokefinder option and enter the number of required lives. You must then re-enter the game, lose a life on purpose, refreeze the game and then the cart reports on its progress. It will either ask you to lose another life, admit failure or give you the required poke.

Packed with useful features, the Action Replay Mk VI is excellent value at £34.99 and can be confidently classed as being the best in its field. Nothing else comes close.

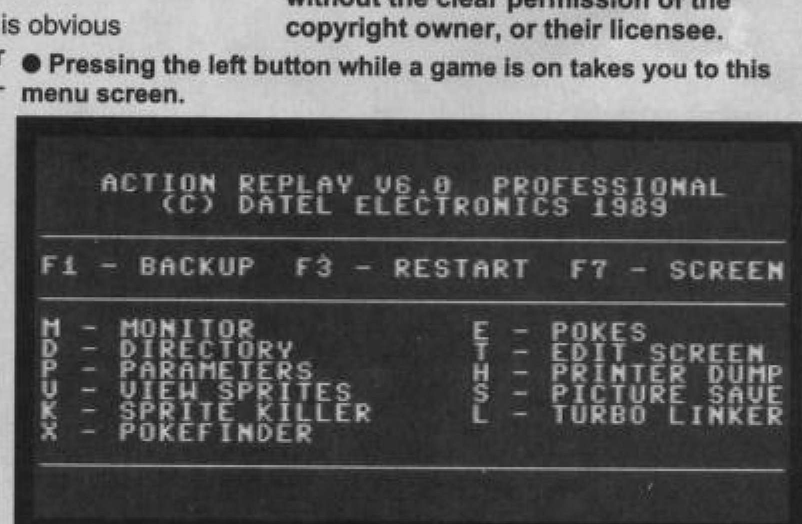


● **The Action Replay allows you to examine a game's sprites with all the frames of animation. Here you can see one of the creatures from *Creatures*!**

● **The backup facilities of the Action Replay cartridges are designed to reproduce only software such as public domain material, your own programs or software where permission to make a backup has been clearly given.**

It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or their licensee.

● **Pressing the left button while a game is on takes you to this menu screen.**



BETRAYAL

Rainbird/MicroProse, £20.42 disk only

The West Marches are controlled by the King and the Bishop. Each resides in his own castle with a court, where decisions are made democratically by the courtiers. These noblemen are presented to the court by knights such as yourself. If you find yourself with more courtiers than anyone else in one of the courts you can replace the resident ruler with a puppet ruler. Depose both King and Bishop and you win the game.

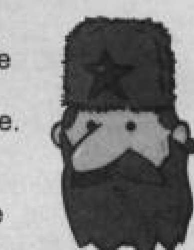
So, how do you gain a place for your courtiers? Money, of course, it's the key to the game. The source of your wealth is the towns you own — every year each town gives you the cash earned by selling wheat and pottery. Supply and demand play a big part here, so it is wise to keep a watchful eye on the prices asked — then you can switch from farming to pottery or vice versa. You can't keep all the money though, some must go back to the town for its general upkeep, and some to the King and Bishop as taxes. You can vary the numbers of farmers and craftsmen by varying the supply of food. Giving 15 bags of wheat to a town with 12 farmers and/or craftsmen will attract a further three peasants. Paying the two courts' taxes is a good way to 'buy' places for your courtiers. Pay too little and you will lose places as you'll be 'out of favour'.

However, that does not mean that you can just starve the peasants whilst bleeding them dry with high taxes. If your town is unhappy with you and it's attacked, your peasant population will all but invite the invaders into the town!

You can place a militia in the town to fend off any invaders but the numbers will be taken from your own army, which could make it too weak to successfully invade other towns belonging to your rivals: three other knights.

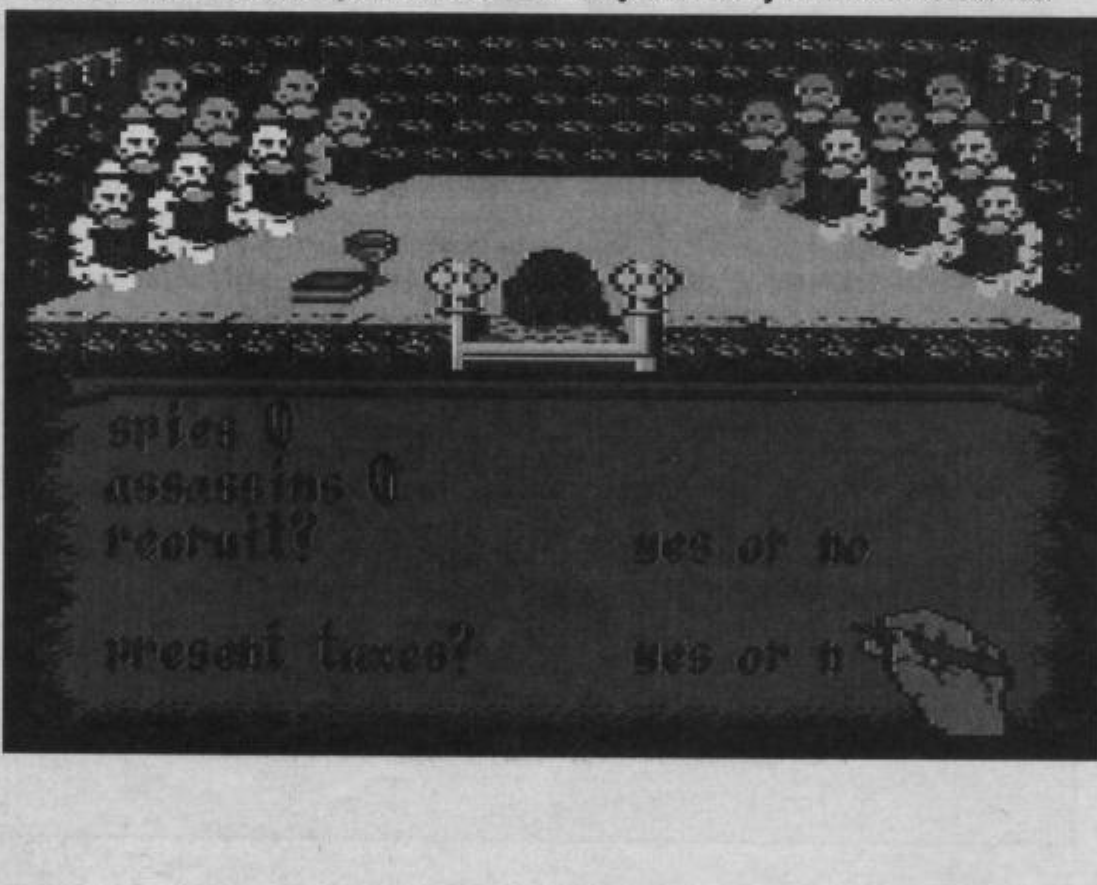
Looking on the map screen you will be able to see who owns what by pennants over each town. Using this screen, you will be able to move your horse icon to any town you wish or, alternatively, to another knight's town. When this happens, if there is no militia or opposition, the town is automatically declared captured. Otherwise you'll be transferred to the combat screen (see box).

Betrayal is full of intriguing ideas, the use of the court and the actions within it being the most inventive. However, the combat denigrates a good idea into one of pure farce. Yet again, we see a game that just *has* to have a pot-pourri of game-styles: a bit of strategy, a bit of arcade action, etc. As if to sell a strategy game you must insert some arcade action. WRONG!!! The only people who will be attracted to *Betrayal* are tacticians and strategists. Arcade players have more professional shoot-'em/beat-'em-ups to tackle. Meanwhile, the strategy players will become very disappointed once they've tackled the combat.





● The silly combat sequence — don't laugh, it isn't funny.



● Using the court screen you can see how many courtiers you have in residence.

COMBAT

● Combat takes the form of a sideways scrolling beat-'em-up. The battle area can hold up to six combating militia, all with a variety of weapons. Fighters are controlled by joystick, with three basic moves: step back, step forward and swing weapon. The battle bar at the base of the screen allows you to change the order of your fighters and which one you control. Unfortunately animation is poor and control fairly dire. With no real tactical play this is a disaster.

IN COURT

● Using the function keys you can access the court screens of both King and Bishop. Whilst there, you do sneaky things such as assasinating or spying on your competitors. Spying allows you to collect incriminating evidence that may result in the Bishop or King denouncing another knight, resulting in some of his courtiers being executed!

PRESENTATION 71%
Presentation report screens tell you everything you need to know. Disk access is bearable.

GRAPHICS 78%
Useable in general but nice static screens in the court areas.

HOOKABILITY 40%
The strategy area is surprisingly easy to get into. The combat sequence is the big turn off, though.

LASTABILITY 31%
The tedious, meaningless, pointless, combat will result in *Betrayal* gathering more dust than fans.

OVERALL 43%

I wish software companies would stop making games with mixed game-styles. *Betrayal* is a wretched victim of this sad trait.

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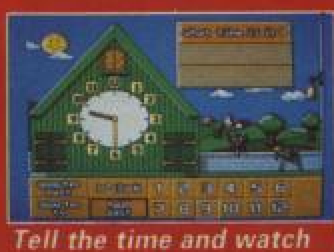
Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair



5 to 7s



Tell the time and watch the clock come alive!



Guide the frog from log to log to solve the sums



Over 7s



Correct spelling, grammar and punctuation mistakes



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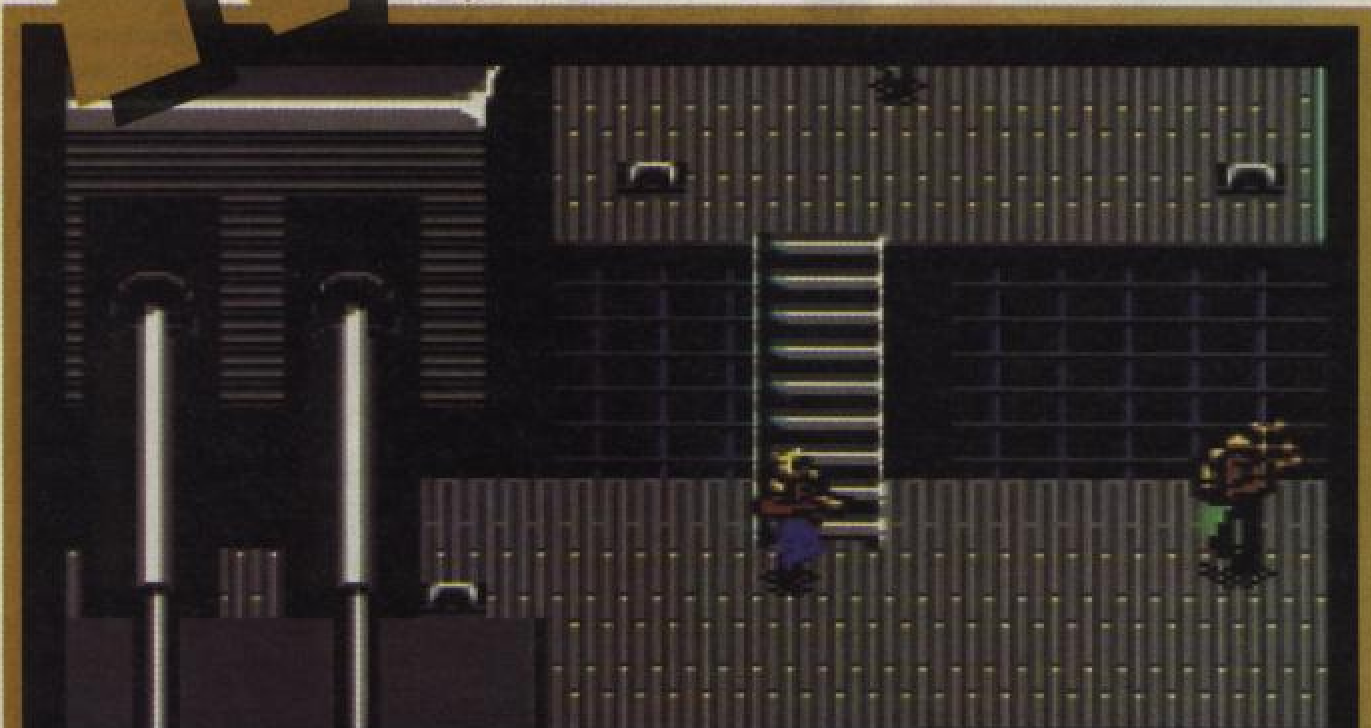
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DATABASE EDUCATIONAL SOFTWARE

MERCS



US Gold, £10.99 cassette, £15.99 disk

A former US President has been kidnapped by revolutionaries while visiting the Central African state of Zutula in 'the cause of world peace' (ie to negotiate a secret arms deal).

The newly elected President Quayle decides against military intervention — until it's pointed out he's unlikely to becalled up! In any case a full-scale assault is rejected due to diplomatic reasons. Instead, the rescue mission will be implemented by an elite corps of mercenaries known as Mercs.

Ex-Green Beret, Joseph Gibson and Mercs founder, Howard Powell(ie one or two players) begin their mission on a deserted beach head. However, they are soon spotted by the oddly blonde-haired rebels who swarm onto the overhead-view, multi directionally scrolling play area.

But who cares, you've got a big machine gun so it seems a shame not to use it. And then there's your limited supply of megabombs which cause a massive mushroom-cloud explosion, killing nearby rebels, but miraculously not affecting you.

Occasionally you may find an abandoned enemy vehicle (jeep, boatetc) to commandeer, but for the most part you're on foot. Crates can be shot to reveal extra bombs and gun power-ups. These come in very handy at the end of each level where there's a huge enemy vehicle which takes load of hits to destroy.

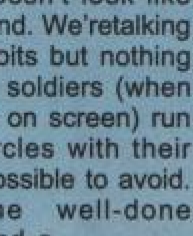
After blowing up Level 1's end-of-level Harrier, you approach the enemy camp with some rebels shooting at you from well-protected foxholes. A massive tank must be destroyed before you can attack the naval base on Level 3, which takes the battle onto the deck of a huge ship. After shooting down a chopper it's back inland to trudge through a swamp to reach the rebel HQ. However, by the time you get here the rebels have already flown the nest, taking the former President for a train ride. You must follow them to Level 7's airbase, destroy this and then somehow stop their Hercules plane from taking off.

It all sounds exciting enough but *Mercs* is a very ordinary shoot-'em-up with nothing new to offer over previous two-playe rblasters — most notably the excellent rereleased *Ikari Warriors*. That game was squeezed into a single load, necessitating the use of simple, unvarying graphics. *Mercs*'s multiload for each level allows for much more variety and quality with impressive end-level vehicles and large soldier sprites — but why do they all look like Rick Parfitt out of Status Quo?! Also the scrolling backgrounds aren't that impressive.

More importantly, gameplay is very limited — just running amok with a gun to counter the endless onslaught of rebels. It's obviously inspired by *Commando*, but the large sprites make it all too crowded to work well, it feels much too cramped and the enemies aren't that intelligent. Apart from some nice graphical variety and good-looking — but stupid — baddies it's all very disappointing. It just goes on and on. Blimey, it *is* Status Quo!



Hmmmm, I've been fed on a diet of two-player shmups for a good few years. My personal fave just has to be *Ikari Warriors* and it doesn't look like *Mercs* will change my mind. We'retalking a game of a few good bits but nothing substantial. The enemy soldiers (when they do decide to come on screen) run round and round in circles with their bullets proving nigh impossible to avoid. Good to see some well-done background graphics and a game pace build-up but when it's only one or two baddies onscreen at a time *Mercs* doesn't have me frothing at the mouth with excitement.



PRESENTATION 54%
Two shared continue-plays, multiloaded levels, simultaneous two-player mode.

GRAPHICS 70%
Good sprites and end-level vehicles, but backdrops are dull.

SOUND 42%
Repetitive tune.

HOOKABILITY 59%
Unsophisticated shoot-'em-up action and somewhat confusing with two players.

LASTABILITY 58%
A fair challenge but seriously lacking variety.

OVERALL 59%

Okay conversion of an unoriginal Capcom coin-op.



● Charlie goes for some food while Parky attacks from behind — as usual. Animation on the volcano is a nice detail.



● Charlie says a prayer over Parky, his fallen opponent. The food and goblet on the right could've saved him — sob!



I thought that one-on-one combat games had had their day, but this one shows true innovation. The combination of Energy, Health and Weapon levels works really well to give battles a tactical angle. For example, even when one of the combatants has perilously low health he can run around, collecting food and wait until his opponent's Energy or Weapon is low, then make a counter attack. These 'yo-yo' battles are great fun and often go on for ages.

Millenium Warrior

First Star/Software Business, £11.50 cassette, £15.50 disk

Being a young prince isn't easy, but being whacked over the head with a golf club would be a piece of cake to Prince Kronos. On his planet they like their future Great Galactic Emperors to prove themselves and surviving a posh boarding school isn't enough — only a Test Of Arms will do. Naturally, one of the meanest, dirtiest most violent planets in the entire universe has been selected for the prince's trials. Yep, it's Earth with each of the five multiloaded tests taking place in different eras.

All the levels have just a single screen backdrop, all quite well drawn with a spot of animation, and a single opponent for you to overcome. If you succeed the next level is loaded. Only three of the levels — Cavemen, Knights and Pirates — are conventional combat. In these you have a club or sword which can be swung a head, stomach or legs. You also have two defensive blocks, but can only only move left/right — not into the screen, to get past the enemy you must crouch or jump.

As you might expect the Cavemen level is a simplistic bash-'em-up with a pretty, but basically static backdrop. However, the Knights' fight includes a dilapidated drawbridge which occasionally drops a plank or two into the water! A watery end also awaits in the Pirates level as players can be forced off the ship's bow...

The remaining two levels are shooting games. The Arabian one has the players riding flying carpets and hurling magical fireballs. The final Futuristic level has Laser Warriors shooting at each while flying about with jetpacks. Deflector Shields can block laser bolts and mental powers allow you to teleport! Both shooting games have wraparound screen so if you exit the screen to the left you immediately appear on the right side. It's an unrealistic and rather dodgy effect which I'd thought obsolete ages ago.

On the positive side the fighters have a wide variety of status bars. Health is fairly conventional — decreasing with each hit you take. Energy is depleted by actions — swinging your club all the time will soon drain this and, as with health, if it reaches zero you lose a life. Health and Energy can both be replenished by collecting special objects which occasionally appear.

The basic combat games work quite nicely with this, although on level one items appear so often that in two-player mode you can end up fighting on for ages! Attractive graphics and good spot FX help create an entertaining, amusing atmosphere which makes for a good time. Initially there's a compulsion to see all the levels — although using two-player mode to cheat means this doesn't last long. Once you've seen everything the limited number of combat moves and somewhat sluggish response could prove disappointing. There's some nice variety but unfortunately the rather weak and gimmicky which ends the game on a weak note. Worth a look though, especially with so few combat games out currently.



● Charlie and Parky hurl fireballs at each other on the Arabian level. The wraparound effect works better here than later on.



PRESENTATION 70%
Interlevel warship scene and atmospheric text. Options including simultaneous two-player, three skill levels and restart on any of the first four levels — once reached.

GRAPHICS 71%
Colourful, well-drawn backdrops give a good sense of atmosphere. The actual sprites, while small, are generally well done.

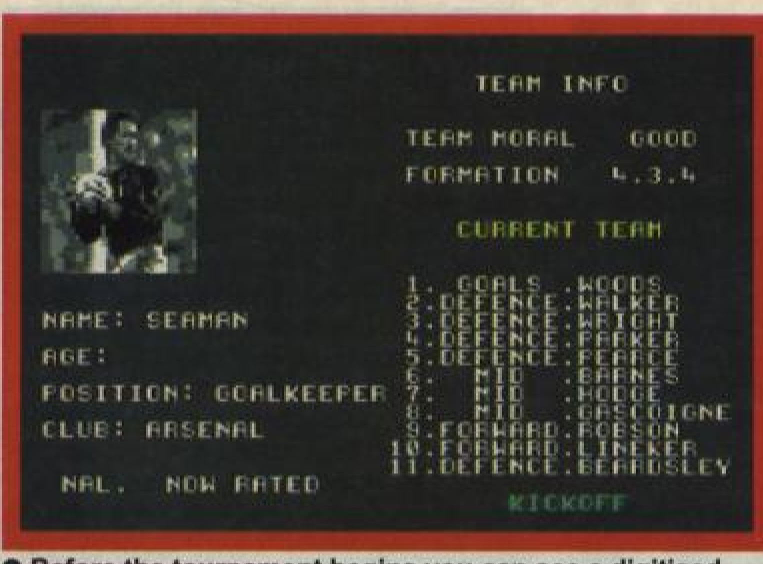
SOUND 76%
Okay attract tune plus good in-game FX, especially the cavemen grunts!

HOOKABILITY 72%
Simple to get into, especially with a friend.

LASTABILITY 61%
It's easy to reach the end by cheating, but properly mastering all the levels will take time.

OVERALL 68%

An exceptionally varied beat-'em-up.



● Before the tournament begins you can see a digitised picture and profile of each of the England players.

Grandslam, £9.99 cassette, £14.99 disk

ENGLAND Championship Special

It's funny, old and entertains millions of people worldwide without telling a single mother-in-law gag. It's football, and for some it's not just a game. Just ask England manager, Graham Taylor who must somehow win the European Championship or else be crucified by the tabloids!

Maybe you'd fancy a challenge like his — but without running the risk of becoming a national villain. In this case, *England Championship Special* allows you not only to pick your team but also to play for it.

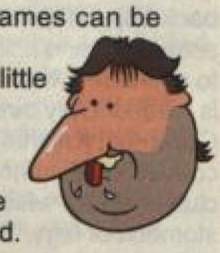
You can play a friendly for England against any other European national side played by the computer or a friend. Most importantly you can enter the European Championship tournament. There's no need to qualify; you go straight to the finals with two groups of four teams — which you can choose yourself. Each group plays 'round robin' and the top two teams from each go forward to the semi-finals.

Before a match you get to pick your formation and team (from a squad of real England stars) — and your opponent's! Not that it makes much difference in the match. The various players don't seem to play any differently and you don't know who you're controlling anyway as the player's name isn't shown.

Basic player controls include the usual ball-glued-to-foot dribbling, although at least when you reverse direction your player realistically turns through 180 degrees instead of 'flipping'. When you kick the ball, strength and height are determined by how long you hold down fire. If the ball's in the air you can press fire to attempt a header. You can also slide-tackle opponents, although this runs the risk of a foul. Unfortunately, the resulting free-kick is a farce: a wall of your own players lines up in front of you!

Defending is made more difficult by the way control automatically switches to the nearest player to the ball (including the goalie), with the player you were previously controlling stupidly running away. This means that in two-player games you can easily beat your opponent's defence by zigzagging left and right to keep changing which player he's controlling! This forms the general pattern of play as without a radar scanner accurate passing is difficult.

Although two-player games can be hectic fun, *England*'s tournament option offers little challenge and there's a disappointing lack of relevance to the team selection. It's as mediocre as the real thing, I'm afraid.





● After New Zealand and Australia, England get to play another world class team — Wales! Lineker strikes for goal again.

LEARN THE LINGO

● Here are the clichés every international manager should know, and what they really mean...

● 'I'm as sick as a parrot' — *I've just been chosen as the new England manager.*

● 'The lads are all over the moon' — *I've lifted their Saturday night booze ban.*

● 'Our striker's been scoring well at his club' — *Our striker's been scoring well at his local nightclub.*

● 'There's no such thing as an easy international match' — *We've just been totally outplayed by Norway/Tunisia/Faroe Isles etc.*

● 'The lad's heartbroken' — *He did two reckless fouls and ended up with a gammy knee.*

This is yet another in a seemingly endless line of overhead view footie games and by now you'd expect them to start getting it right. The graphics are as bland as we've now come to expect, I suppose there's restrictions on the detail and number of sprites, which makes gameplay all important. *England* promises some innovation with walls, team selection and so on, unfortunately the lack of a radar scanner makes realistic passing difficult, player names never come up and glitchy replays serve only to remind you how much better *MicroProse Soccer* was. By comparison with *World Championship Football* this isn't bad, but neither is it much of a winner.



CREDITS

A Tiertex production.

PRESENTATION 53%
Select match duration (2 to 90 minutes), weather on/off, action replays on/off, music/FX on/off. Play friendly, practise penalties, enter tournament. Dodgy digitised pics of the England players.

GRAPHICS 58%
The usual overhead view, surprisingly slow-moving players.

SOUND 32%
Poor intro tune, very sparse FX, crowd sounds like the sea!

HOOKABILITY 64%
Disappointingly sluggish action but okay in two-player mode.

LASTABILITY 40%
The tournament is easy to win and the gameplay too crude for lasting appeal.

OVERALL 50%

Second division material.



MAN UTD EUROPE

Krisalis, £11.99 cassette, £15.99 disk

It's over a year since the first *Man Utd* game was released to lukewarm critical response (67%, Issue 65) but great commercial success nevertheless with Krisalis claiming 100,000 sales. Somewhat surprisingly all 4,000 reply cards insisted on an European edition and here it is!

As with the original, *Europe* combines a comprehensive management game and an actual arcade football game, each a separate load. You start with the management side which gives you a choice of which competition to enter: European Cup, Cup Winner's Cup, UEFA Cup, European Super Cup or World Club Championship. Alternatively you can choose to enter a simple friendly with any of the 150-plus teams.

Whoever you play you have a choice of six formations and the option to switch players' positions around as you wish. Each member of the team has comprehensive stats including five skill ratings plus yellow and red cards and games played in the tournament. Amazingly these stats are also available for the opposing team and you can change names as you wish — Phil King for Captain! You can also choose the length of matches, change the name of the manager and, of course, choose a two-player option.

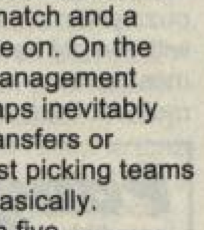
The actual arcade game has an overhead view with a multidirectionally scrolling pitch and goals on the left and right. You automatically get control of the player nearest the ball, control being shown by the man's shirt being brighter than normal. Dribbling is by the sadly familiar ball-glued-to-your-foot fashion with power set by holding down fire. If you lose the ball you can make a sliding tackle, but the ref can give yellow and red cards for fouls. In Free Kicks, Throw-Ins and Corners you get a flashing cursor to place where you want the ball to go. There's also penalties and the option to make substitutions whenever you want.

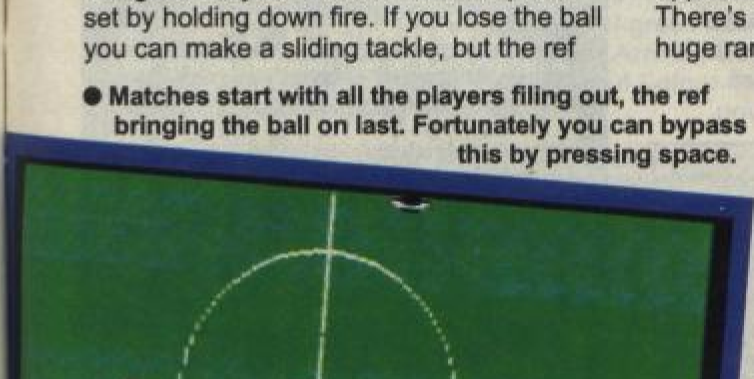


● A scorching long shot on the United goal, but Les Sealey will probably save it.

Although there's no scanner, which restricts tactical passing, the horizontal thrust to the action shows more of the pitch than a vertically orientated game. Scrolling is relatively smooth but the sprites are as blocky as is typical of this type of game and animation is minimal. Similarly sound is limited to weak spot FX (intro music is equally unimpressive).

Where *Europe* does score (groan), is in some nice realistic detail such as the names of the authentic team players appearing as the ball is passed to them. There's also two legs per match and a huge range of teams to take on. On the other hand the management options are perhaps inevitably limited with no transfers or suchlike — it's just picking teams and formations basically. Nevertheless with five championships to win *Europe* provides a substantial challenge which provides great value for money. The actual footie game isn't too special itself, although the ability to control the goalie is welcome, and all in all this a welcome addition to the footie ranks.





● Matches start with all the players filing out, the ref bringing the ball on last. Fortunately you can bypass this by pressing space.

I'm amazed at the sheer number of teams in this: I counted about 170 (and lost count several times!). And each one has an authentic line-up of players. This adds a lot to the realism with the players' names being shown during the match. There isn't much management — just picking the team and formation — but the footy action is playable enough. With tackles quite hard to avoid, you can't unrealistically dribble right through the defence as in most footy games — a short passing game is necessary for success. A must for United supporters, and football fans too!



CREDITS

Program: Hitchhiker
Graphics: Neil Adamson
Pitches: Mark Potente
Audio: Matt Furniss

PRESENTATION 76%
A nice range of options including save/load and match length. The real player names are great. Need to load in management section between games is only mildly irritating to C2Ners.

GRAPHICS 61%
Typically unimpressive, blocky sprites with minimal animation. Pitches vary though.

SOUND 26%
Weak intro tune and limited in-game spot FX.

HOOKABILITY 75%
As easy to get into as any othr footie game...

LASTABILITY 78%
...but five championships certainly provide an above average challenge.

OVERALL 77%
A surprisingly good game packed with attention to detail.

PANG

Ocean, C64 £19.99 cartridge only

Pang is another of those obscure, surreal coin-ops that sensibly refuse to provide any kind of scenario. What can be said is that there's lots of balloons about. One or two cutesy Japanese characters aim to circle the world in their clapped out old biplane, stopping off at 17 countries to battle the mysterious balloons in four famous locations — each a static screen combining a spectacular backdrop with platforms and ladders.

The platforms can trap balloons — or players — and can sometimes be destroyed with your main weapon, a harpoon gun. To begin with, this can only fire one harpoon at a time — you have to wait before it hits something and disappears before you can fire again. This is tricky until you get used to it, especially as the balloons move quite quickly.

The biggest balloons can be split three times before breaking down into the smallest balloons which are destroyed with a single shot. Some balloons drop bonus items when split: extra time, bonus points, a stopwatch to briefly immobilise the balloons, dynamite which instantly breaks all the balloons into the smallest ones, a rapid-firing pistol, double harpoons and a grappling hook. The latter sticks to platforms, holding the trailing rope into a rigid line for several seconds unless it's hit by a balloon — and until it does disappear you're out of ammo!

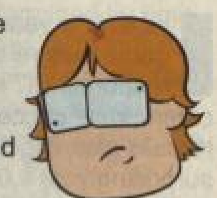


● *Pang* **really shines in the two-player mode where promises of co-operation soon evaporate in the heat of battle.**

Players can also got into trouble by some nasty marauding creatures which briefly jam guns on contact. Other creatures are more helpful, crabs pop balloons with their claws. Once all the balloons are popped the players can go onto the next location, with a time bonus. If any player is hit, they not only lose a life but the screen resets with all the balloons going back to their start positions.

Way back in Issue 67 we gave this 82% on the Amiga, mainly because it didn't seem that sophisticated and Woz hated it. *Pang* certainly isn't overly complex — however, it's not quite as simple as it first looks. The various game elements, particularly the platforms and later creatures and slippery floors, mean each and every screen is something of a puzzle. Simply being fast and accurate with the old harpoon won't get you that far; most screens require a crude sort of method. Luck and instinct will get you through many, but a bit of tactical thinking saves lives — and hair-tearing! But where the game really takes off is in two-player mode. Every game starts off with promises of 'co-operation', but sooner or later your 'friend' will burst a balloon right over your head and war will break out.

The C64 game is a rather tough, and presentation is lacking for cart, but such a big challenge with lots of playability makes for a compelling game. If you're looking for something dramatically new, *Pang* is unlikely to really appeal, but if you're more interested in playability and lots of tricky levels then this could well keep you (and a friend) amused for ages.



● **A single player battles the new Red Menace outside the Kremlin. Watch out for the icy ground!**



Pang, technically is no great shakes, but it's incredibly playable and one of the best two-player games around. Completing a screen requires a lot of careful co-operation, good tactics and frantic balloon dodging. The difficulty level is harder than the Amiga, but this makes for better value on cart. In short, an incredibly playable game whic could easily drive you totally bananas!



PRESENTATION 68%
Simple, instructive demo, mediocre map screen and no interlevel screens. Simultaneous two-player mode is good though.

GRAPHICS 81%
Attractive, varied backdrops as you circle the world. Sprites are good but bubbles look a little false.

SOUND 71%
A reasonable tune with some nice variety, but could 've been more jolly.

HOOKABILITY 79%
A little tricky to begin with, you have to be precise with your shooting, but it soon becomes compulsive.

LASTABILITY 77%
17 countries with four locations each. Good high-scoring element, especially addictive for two-players.

OVERALL 78%

Tough but enjoyable coin-op conversion.

LOGICAL

Rainbow Arts, £9.99 cassette, £14.99 disk

Lugging all the marbles around can sometimes get a little laborious, but *Logical* is mostly good fun. It's not exactly brain-bending— once you worked out the basic problems on a screen — but good tactical planning is essential to fill the disks quickly and beat the tight time limit. Neat presentation sets it apart from all those tile games, and with 99 levels this one will keep you playing late into the night.



Logical's concept is simple. Each screen has lots of disks with four holes in them. The aim of the game is to turn all the holes black by filling each disk with four like-coloured marbles which subsequently explode.

All you control are the disks, which can be rotated by pressing fire, and — by pressing fire with a direction — eject marbles from the selected hole down a tube. Marbles enter the screen via a horizontal tube at the top where they slide to and fro until you turn a disk to allow them into an empty hole. While they remain in the tube a crisscross pattern slowly builds up — if this fills the tube, a life is lost. Early on this is the only time limit, but soon enough a vertical bar appears to indicate the time limit to complete a level.

On early levels gameplay simply consists of shuffling the various colour marbles — blue, red, yellow and green — through the tubes so that all the disks have been filled. This is entertaining enough, in a basic sort of way, but such simplistic traffic control problem soon gathers plenty of new elements...

Colour Stopper: if it's green then only green marbles are allowed through.

Colour Changer: if it's green then any marbles passing through it are turned green.

Teleporters: marbles are transported between paired teleporters.

Direction Arrows: these sit at junctions and can turn marbles so they go off in awkward directions. They can also create one-way streets.

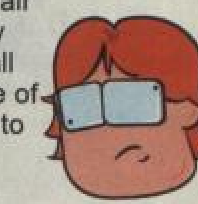
Traffic Lights: if the top light is green then you'll have to create a green disk first, followed by each colour on the lights, before any other colour marbles can disappear.

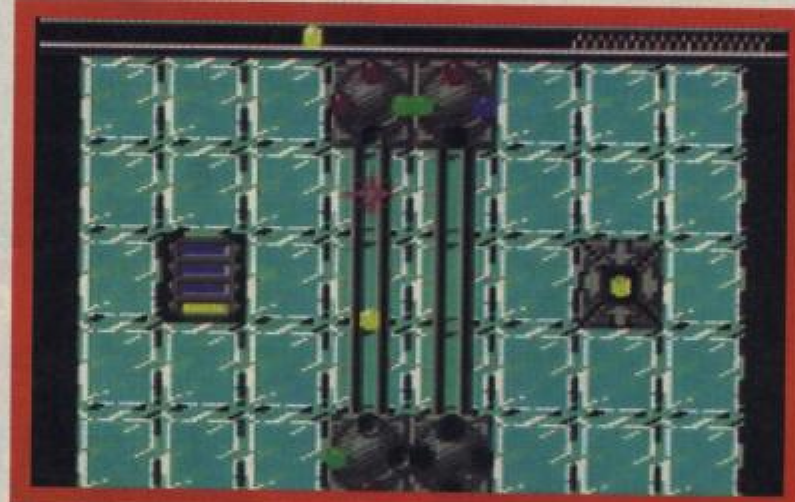
Colour Handicap: now disks must be filled with different-coloured marbles in the order indicated, rather than simply same-coloured marbles.

On the positive side there's an indicator showing you what colour the next marble will be, and you have can up to four marbles simultaneously bouncing about in a tube.

After playing this on the Amiga with a mouse I had my fears about joystick control, but in fact the C64's joystick system works even better and everything soon becomes very instinctive — and very addictive. Early levels are as simple as you'd expect, but you soon find the game playing some nasty tricks on you. The various new features added on as you progress are all very simple to understand, but can be arranged to fiendish effect, and even simple problems require fast reactions and a good sense of priorities. There can be so many different things happening all across the screen that your brain soon starts to sizzle. My only reservation is that sometimes there's a bit more labour — ie repetitively sliding through balls to the furthest part of a maze — than brainwork.

Fortunately Rainbow Arts have taken care to ensure the game looks good; the graphics are simple and effective, but also attractively shaded so they're all very easy on the eye. Sonically there's a fair few tunes, generally very pacy and good, so that all in all this is definitely one of the better puzzle games to appear.

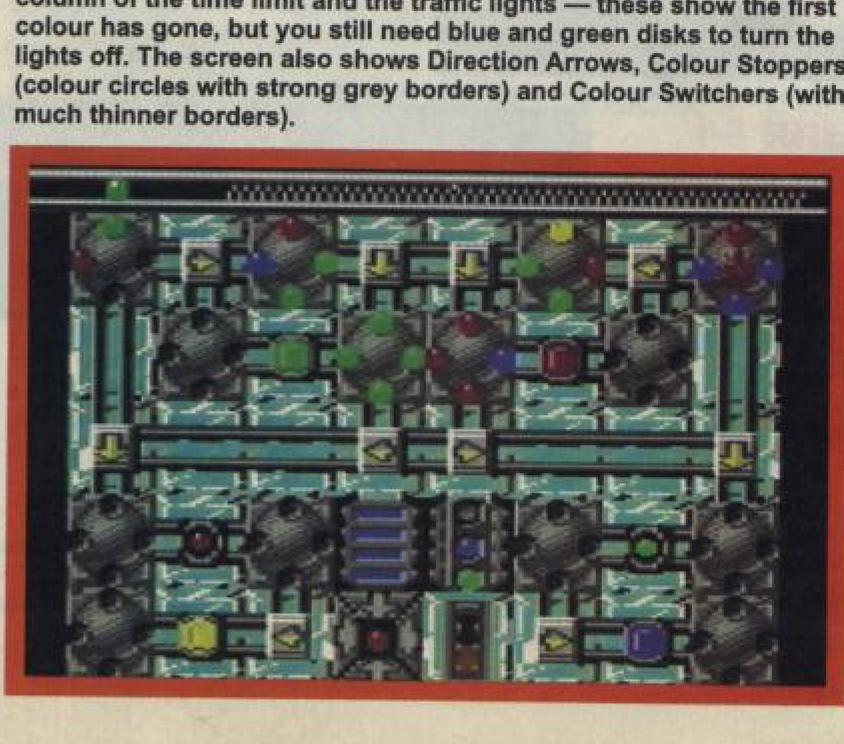




● A nice easy intro level. The two right disks have been completed with their holes turned black. On the left the marble display shows only one marble is in play, while on the right the colour forecaster shows the next marble will be yet another yellow.



● The teleporters on the left and right are mainly for show on this simple level.



● Agh! At the bottom centre of the screen you can see the vertical column of the time limit and the traffic lights — these show the first colour has gone, but you still need blue and green disks to turn the lights off. The screen also shows Direction Arrows, Colour Stoppers (colour circles with strong grey borders) and Colour Switchers (with much thinner borders).

CREDITS

Idea: Thomas Scholl
Programming: Christoph Oelckers
Graphics: Dario Krobaht
Sound: Cyberstyle

PRESENTATION 75%
Great title page. Each level is a very brief multiload, but password system limits hassle.

GRAPHICS 71%
Attractive, slick and effextive.

SOUND 78%
Choice of good tunes or some limited but nice FX.

HOOKABILITY 83%
Good control system is soon mastered and easy early levels get you hooked.

LASTABILITY 87%
99 increasingly tough levels provide a sustantial challenge.

OVERALL 86%

A first-class puzzler to lose your marbles with.

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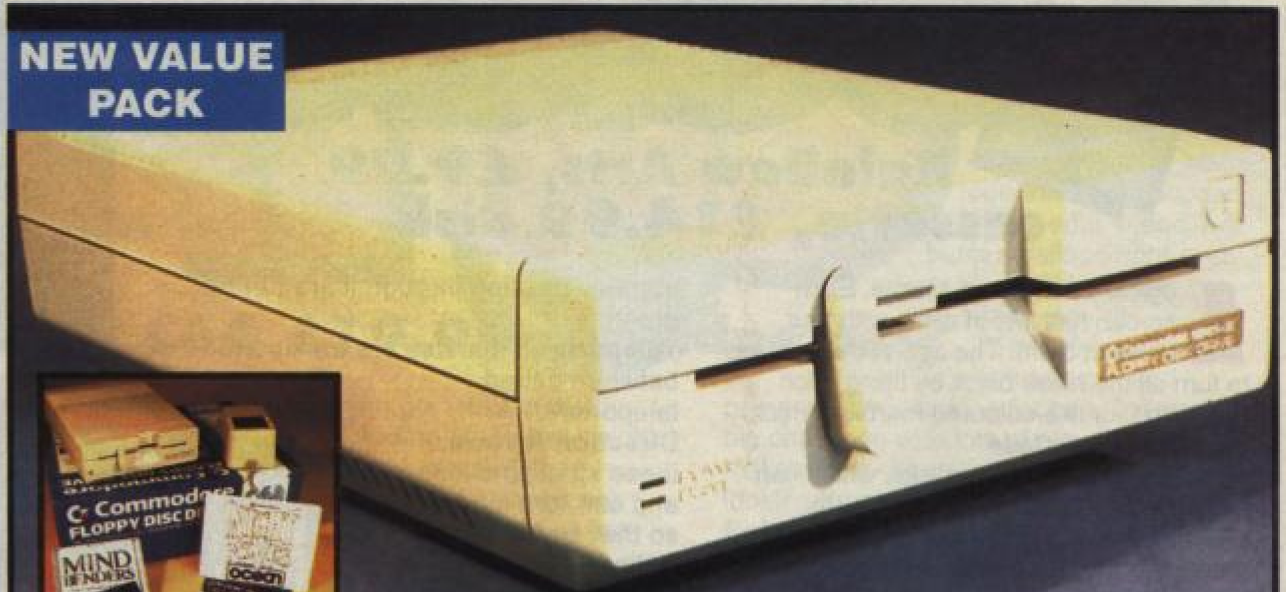


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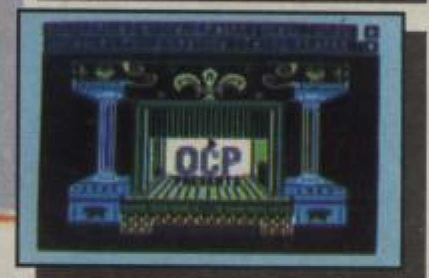


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BLITZ!



BUBBLE BOBBLE

The Hit Squad, £3.99 (Re-rerelease!)

Bubble Bobble's tale of the twin brontosauruses first appeared on the C64 in 1987, an out-and-out classic that easily swiped a Gold Medal (97%, Issue 30). Of course even by then non-scrolling, platforms-and-ladders coin-ops were rather old-hat, but *Bubble Bobble* was different. Very different.

The basic idea on each of the 100 screens is simple: kill all the monsters! But rather than zapping the various walking or flying baddies with a ray-gun, in *Bubble Bobble* you blow bubbles. If your aim is good the baddie is neatly trapped inside the bubble (well, they are dinosaur bubbles!), and helplessly drifts upwards. To kill the monster you jump on the bubble and bonus fruit is thrown out for you to collect. However, if you miss the bubble the monster begins to struggle and eventually breaks free. It now becomes a very angry, red monster which chases after you at great speed! There's no time limit to complete a level, but eventually all the monsters get angry and Baron von Blubba, an indestructible baddie, joins the chase.

There's no reason to be too quick killing the baddies though, drifting letters can be collected by jumping on them. Spell out E-X-T-E-N-D for an extra life and skip a level. Also, at least two bonus items always appear per level and some give you faster speed, more bubbles or skip a dozen levels or so. So while some people try and rush through, getting as far as possible, others go for bonuses.

Bubble Bobble is far from easy though, there's a large variety of monsters from flame-breathing ghosts to flying sharks to space invaders — all with their own attack patterns. It's a classic game and one of the very few which are excellent with two players.

Unsurprisingly this got a complete rave from all three reviewers, Julian's comment was typical: 'one of my favourite arcade games... maddeningly addictive... so much depth and so many different features... simply superb.' Indeed when it was first released on budget the mark went *up* to 98%! In 1991 the game still scores highly, the graphics were never amazing even in the coin-op and they're certainly not awesome today. They are fast, cute and effective, though, while the accompanying music and FX are superlative (yes, it's another Software Creations conversion!). Of course it's no mega-blasting *Turrican*, it does look a little old, but gameplay is great and the two-player mode is terrific. Unmissable.

Fans of the series will be pleased to know the third in the *Bubble Bobble* series has been released in the arcades. Called *Parasol Stars*, our heroes are this time armed with umbrellas! Ocean seem likely to be converting it. The only question is, after Software Creations work on the original and Graftgold's superlative sequel *Rainbow Islands*, who's brave enough to handle it?

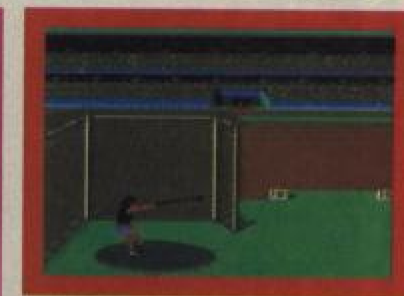
OVERALL 94%

THE GAMES — SUMMER EDITION

Kixx, £4.99 disk (Rerelease)

With the Olympics looming again — next year in Barcelona — there'll no doubt be plenty of multi-event sports games coming out. In the meantime, here's a disk rerelease of one based on the last Olympics in Seoul (the cassette version has been out on budget for some time). There are eight varied events (multiloaded from two disks): diving, gymnastics rings, asymmetric bars, hurdles, pole vault, hammer throw, archery and velodrome cycling. Sadly the latter is the only event to allow simultaneous two-player action, otherwise it's taking turns with up to eight players chasing the medals.

As with any game of this type, *Summer Games* had to bear close comparison to previous classic Epyx multi-eventers, and first time around



didn't exactly run away with a Gold Medal, getting only 49% in Issue 44. Kati contemplated that Epyx 'must really be getting desperate trying to think of more sports to simulate.' Paul Glancey found some of the graphics 'suffer from a bad attack of the blobs, and hardly any of the events require that much skill.'

A neat Olympics opening sequence does add some panache, but most of the events are poorly implemented requiring little skill. Not a patch on the excellent *Summer Games*.

OVERALL 45%

GHOSTBUSTERS II

The Hit Squad, £3.99 (Rerelease)

Sigourney Weaver's had her baby kidnapped by the evil Vigo, and if the four Ghostbusters can't rescue it there'll be hell to pay.

In the first multiloaded level of three, Ray Stantz is winched down a sewer airshaft. Armed with a plasma gun and force wall he must collect the parts of a special scoop on his way to the bottom. Nasties include huge green arms reaching out from the walls and ghosts which gnaw away at the winch rope.

On level two you must use a fireball to shoot ghosts and protect the Statue Of Liberty which is walking down Broadway! Shot ghosts release energy slime which can be picked up by people — sent forwards/backwards by pressing the space bar. The final scene is in the isometric 3-D Museum Of Art where you



must rescue the baby.

This total load of slime received a paltry 39% in Issue 58, with Robin calling it, 'A very bad value for money package.' Stu was equally scathing, finding the three sub-games 'completely lacking in the gameplay needed to make a good game.'

The first level is a doddle to complete, the second has some limited shoot-'em-up playability, while the final scene is, in Robin's words, 'hideously bad to look at and play.' It's certainly enough to scare off most gamesplayers!

OVERALL 39%

VINDICATORS

The Hit Squad, £3.99 (Rerelease)



It's ironic that while Dominic Wheatley takes time out to slag magazines off as 'vultures' in the trade press his company's *Vindicators* should finally arrive on budget. This Domark release began life as a tape/disk conversion but was abruptly rushed onto cartridge for a GS craze which never materialized. Recently it limped onto tape/disk compilations and is now making one last effort to attract your money on budget.

The basic idea behind *Vindicators* is as threadbare as the game concept, a truly mediocre coin-op picked up for the simple reason coin-op conversions sell. There seems to have been no effort made to enhance the gameplay, there's no graphical glitz or programming polish whatsoever and clearly nothing to show off cartridge power since it fits onto tape unchanged.

For the record there are fourteen space stations, each viewed from above with one or two players in control of tanks which destroy the baddies, dodge mines and collect exit keys — as well as bonus stars to spend on tanks upgrade. It's dull, repetitive and got 35% in Issue 70. The passage of time makes it no less appealing even on budget.

OVERALL 35%

BUFFALO BILL'S RODEO GAMES

MicroValue £2.99 cassette, £4.99 disk (Rerelease)

Tynesoft is sadly no more and truth to tell not many of their games were that great but *Rodeo Games* is at least above-average. In the Epyx style it's basically a compilation of sub-games linked by an overall theme. Up to four players can compete, each taking turns on the sub-games (sadly there are no simultaneous two-player games). You can play through all seven events or pick a selection at the start. Each event takes a fair old time to load though, so it's fortunate there are superb title screens. You can also retry each event as many times as you want, which can lead to arguments if you're in competition!

The first event is Trick Shooting, a simplistic shoot-'em-up where you aim a cursor at pop-up targets — shooting innocents costs you points, though! Knife Throwing is next and much the same as that in *Fiendish Freddy*, albeit not as impressive. Your assistant is strapped to a rotating wheel and you must throw knives to hit as close as possible without bringing the event to a sticky end. It's fun although there's a long delay between pressing fire and the knife arriving!

Calf Roping is event three and shows an overhead, horizontally-scrolling view of you pursuing a calf. Guide your horse to avoid various obstacles while moving close enough to attempt lassoing the calf. The graphics aren't great and the lassoing frustratingly trick.

THE UNTOUCHABLES

The Hit Squad, £3.99 (Rerelease)

Yawwwnnn! How tedious! The movie of course, not the wonderful game. I didn't think much of the movie on video, but while seeing it again on TV I almost fell asleep. Fortunately the computer game version didn't need to pay much attention to the David Mamet script, it just went for the action and boy did it succeed!

The game is split into five levels, each a tough multiloaded game in its own right. Fortunately if you progress a level you stay on the new level when you die — you only have to go back to the start if you pull the plug.

The aim of the game is for the four Untouchables to arrest Al Capone for smuggling whisky during the Prohibition of alcohol in America. The first stage is one of the toughest, a side-on view of a warehouse packed with bootleggers. Ness is on his own and must collect ten pieces of evidence, each carried by a white-suited accountant. The tricky bit is that if you shoot the accountant in the wrong place, the evidence falls into another crook's hands and he makes off with it smartish! It's fiendishly tough with a tight time limit but utterly compelling.

Level two has all the Untouchables present, which basically means if you've taken a lot of damage you can select a new character with maximum energy. You're at the bottom of the screen armed with a rifle, before you are various crooks hiding behind crates, vans and so on. Pick them off using the sniper scope at the top right of the screen. You can roll left/right besides moving the sight in any direction while you're stationary.

Stage three is another simplistic shoot-'em-up, this time set in a series of alleys — again packed with bootleggers. You're armed with a double-barrelled shotgun. The idea is to pop out from behind a wall, aim, fire and then take cover to reload. Simple, but good fun.

Stage four may not seem that much more complex, it's an overhead-view, downward-scrolling section where you must take out the baddies while keeping a pram out of trouble, but it's a masterpiece of demonic programming. The villains always attack the same way. However, working a way of keeping the pram from toppling over while shooting the villains (and not the innocents) is a real hair-pulling toughie. It's worth it though, because included in this load is a first-person perspective screen where a baddie holds a gun to someone's head. You must carefully aim your massive revolver to blow the villain's brains out!

The final load is similar to the alley scene, only now you're chasing a key Capone henchman across a rooftop. Each time you hit him you move forward a bit until eventually he takes a dive off the edge!

Programmed by the *Navy SEALS* team of John Meegan (code) and Steve Thompson (graphics) this earned 96% in Issue 55. Stu called it 'a spectacular combat game... the music is brilliant: using a variety of famous period tunes'. Robin enthused, 'Individually the screens aren't that original but brought together they offer great variety and long-lasting appeal.'

Sadly because of the off-beat licence and long delay after the movie's release *The Untouchables* was never a massive seller. Strangely enough it hasn't even appeared on a compilation, but with five varied, action-packed loads this is a true C64 classic. Don't miss it this time around!

OVERALL 95%





Event four, Bottle Shooting, is better. Against an impressive backdrop a cowboy throws bottles one after the other. Aim the cursor to hit them before they hit the ground.

In Steer Wrestling the arena horizontally scrolls past in side-on perspective, and you must bring your crudely drawn horse close enough to the steer to jump on. As with calf Roping it's not easy to make contact so not everyone will get to the joystick-waggling wrestling bit. Event six, Bronco Riding, shows a side-on view of a bucking bronco. Arrows flash up to show which direction you should push the joystick if you want to stay on! Not bad graphically but basic gameplay-wise.

Finally there's the Stagecoach Rescue, again side-on with a nice background but graphically disappointing otherwise. Waggle to bring your horse close enough for you to leap aboard the stagecoach. Then it's a simple slugfest with the blocky Indian. And that's it, whew!

In Issue 54 *Rodeo Games* got 80% with Randy enthusing, 'Each sub-game is playable... brought together in one package they add up to value all round.' In retrospect the rating seems slightly high: on cassette the multiloads take ages and there's a fair few duds among the games with none particularly outstanding. However, there's some nice presentation, including a varied bunch of good tunes, and it's fun for a while with two or more players competing.

OVERALL 67%

IMPOSSAMOLE

GBH, £3.99 (Rerelease)

While other characters such as Thing, Rockford and Jet Set Willy have gracefully gone into retirement, Monty Mole keeps his not inconsiderable snout to the grindstone in the eternal hope that yes, one day, this half-blind rodent will someday overshadow that other platform superstar — the rotund Mario. Unfortunately the prospect of Monty sleeping bags, lunchboxes and anatomically-incorrect dolls was not significantly increased by this latest surfacing of old twitchy whiskers.

The scenario is, uhm, a tad weak. You see, Monty was holidaying in the sun when — erhh — aliens arrived, in a flying saucer of course, and they kidnapped him because he was the Chosen One. And what did this entail? — untold wealth and a lifetime cruising the galaxy?, a natter with Whitley Streiber? No, none of the above. He was Chosen to taken on the Five Evil Guardians, each of which is located at the end of a generally horizontally-scrolling platforms-and-ladders level packed with all sorts of villains! Well, there's a shock!

If you can swallow that, you'll be glad to know each of the multiloaded levels has a different theme, from Klondike mines to the Orient to the Amazon rain forest. These can be attempted in any order, except for level five which only be played when all the others have been completed. There's the usual array of baddies which must be avoided or shot — you buy weapons and food from friendly shops.

In Issue 62 Phil thought Monty's comeback 'disappointing', he liked the variety of the levels but thought gameplay was too tough. Robin was no happier: 'the game ideas have undergone very little improvement', and the consequence was a reasonable 69% for this somewhat stale blast-from-the-past. Now on budget Monty has picked up little in the way of glamour, he's still a rather dull sprite and the backgrounds are reasonable but never thrilling. Nevertheless there is a big challenge, competently programmed by Core (of *Rick Dangerous* fame) and fans of this genre will welcome it as a bargain.

OVERALL 68%



BEVERLY HILLS CATS

Hi-Tec Software, £2.99

This is, as they say in Hollywood, a 'star vehicle' for that streetwise feline, Top Cat. One of his gang, Benny the Ball, has inherited a huge fortune because the true heir, Amy, has gone missing and Benny is next in line. In short order Benny moves into his new Beverly Hills mansion. Unfortunately Snerdly, the butler, is next in line for the fortune and has a sneaky plan to eliminate Benny!

TC embarks on a search for the missing Amy so she can gain her rightful inheritance and Benny can be saved from that dastardly Snerdly! In the first part of the game TC must round-up his gang and find a bone to distract Crusher the Dog so they can escape to the next level.

The game has an angled overhead view without much



regard for proper perspective — irksome when you're trying to be precise avoiding hazards such as bouncing bombs, rolling barrels and skateboarders who steal any objects you've collected! The graphics aren't too bad, colourful and cheerful. However, the accompanying tune is rather basic. Gameplay isn't too sophisticated either, consisting simply of exploring a largish flickscreen maze, dodging the baddies and picking up the vital objects. It's tough with just a single life and isn't hugely addictive, but not too bad either and acceptable enough fare for mapping-minded fans.

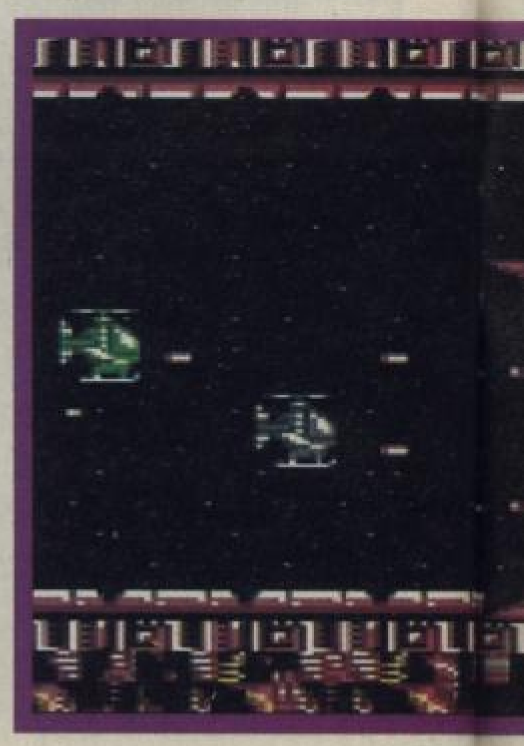
OVERALL 60%

TOOBIN'

The Hit Squad, £3.99 (Rerelease)

This Tengen coin-op conversion features two cool dudes called Bif and Jet. These guys are so cool they don't need flashy sports cars to pose in but prefer alternative transport, cruising down the downwards scrolling river on old tyres — controlled by rotating left/right and paddling forwards/backwards.

The only problem is that this river is up to British water standards, ie full of hazards like tyre-bursting twigs, sewer slime (yuk!) and even torpedoes — not to mention hungry crocodiles! If this weren't enough the guys also have to avoid fishermen's





NEW ZEALAND STORY

The Hit Squad, £3.99 (Rerelease)

On the strength of this conversion, in-house Ocean programmer Richard Palmer was picked to handle the C64 *RoboCop II* conversion. His abrupt decision to leave the company plunged that project into chaos, probably resulting in the abandonment of a Spectrum conversion in favour of the more original, console-flavoured project by Painting By Numbers.

New Zealand Story helped establish Richard's name with a 93% Sizzler in Issue 53. Like *Rainbow Islands, New Zealand Story* was a Taito coin-op with huge playability but not particularly spectacular graphics — tailor-made for computer conversion really.

The star of the show is Tiki the kiwi who once quite happily lived in a zoo. Then one dark day a big blue walrus came visiting and sadly he didn't quite understand the concept of a zoo — he thought it was a fast food restaurant! Anyway he scooped up 21 of Tiki's friends and made off with them, intending to roast them for tea.

Tiki's quest to save them is a true epic consisting of twenty levels split into groups of four or so for multiloading. At the end of each group there's a mega-monster such as a whale in ice and an octopus! Initially armed with a bow-and-arrow, Tiki must take on boomerang-throwing toy soldiers, teddy bears on flying platforms (which you can steal), penguins riding geese and much, much more. To begin with, the levels are fairly simple: just run rightwards, shoot the baddies and soon enough you've found the caged kiwi you must free to complete the level. The game soon gets more complicated with some huge, multidirectionally scrolling mazes. As you'd expect of Taito there's loads of bonus items, from power-up weapons such as fireballs to extend time to invulnerability. You can even steal a spaceship and go zooming around in that!

Steve Walid's graphics are superb, perfectly capturing the coin-op's cuteness with Tiki himself looking rather like Cutey Pie! Jonathan Dunn does his customary class job with the music, a simple but entertaining soundtrack which really adds to the atmosphere. Richard Palmer's programming provides some fast, slick scrolling and although a tight deadline resulted in a fair few bug-ettes this is a great game. Robin raved that it 'overflows with fun, feathers and fantastic playability' in back then, and it still does.

OVERALL 90%





lines, kamikaze penguins and angry cavemen on the river bank. Sometimes pollution can come in handy, though: empty beer cans found floating in the water can be thrown at the nasties. The game is a single load and its eight levels, ranging from the Antarctic to hell's River Styx, are repeated in mixed order.

In Issue 58's original review the game received 75% with Robin appreciating Teque's conversion, 'capturing the humour of the coin-op, with humorous and fast graphics.' Phil also loved 'the way Bif and Jet paddle like mad while trying to evade crocodiles etc.' The humour is definitely the game's best point and helps to make up for a lack of graphical detail and simplistic, eventually repetitive, gameplay. Good splashing fun while it lasts.

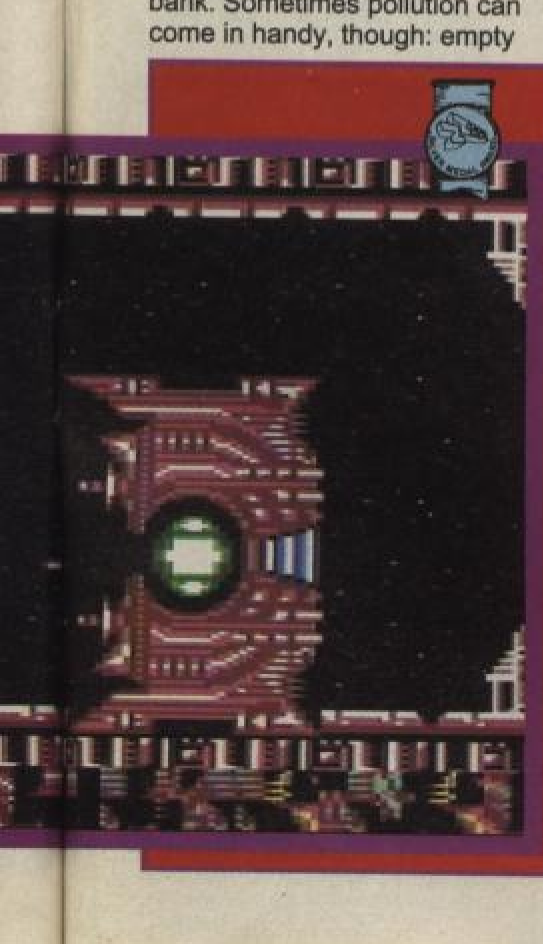
OVERALL 72%

CABAL

The Hit Squad, £3.99 (Rerelease)

This rather obscure TAD coin-op made for a surprisingly good C64 blaster. Looking rather like *Op Wolf, Cabal* plays significantly differently as there's no scrolling. There are instead 20 static screens on each of which you must demolish all the key buildings to progress to the next level. Your man is at the bottom of the screen and can run left/right while the cursor for his machine-gun can be moved up/down. If you think your man is okay behind a bit of cover you can hold down fire to move the cursor in any direction. Bullets are unlimited, unlike grenades or special weapons.

It's good, clean fun which soon has you sweating buckets. The static backgrounds are attractive if unspectacular, but the various helicopters, tanks



BLOOD MONEY

Sizzlers, £3.99 (Rerelease)

A bit of a cheek this, methinks, but at least the first game on Psygnosis's new budget label — in no way endorsed or connected with us — actually did earn a ZZAP! Sizzler. In fact it did so twice, first on the Amiga, then on the C64 with a truly marvellous conversion of what remains one of the Amiga's best shoot-'em-ups. It's not quite so groundbreaking on 8-bit — four big levels and some imaginative graphics aren't new for the C64 — but it's still pretty special.

The typically insane scenario concerns tourists paying good money to visit four multiloaded planets inhabited by some of the universe's most fearsome defences. Each planet provides its own vehicle: in order, there's a helicopter, submarine, jetpack and spaceship to master. What's more you can being along a friend for simultaneous two-player action. The graphics vary dramatically between worlds but more impressively are well thought-out within levels: the machine, undersea, ice planet and biological levels keep solidly with their themes creating a strong sense of atmosphere.

Once you've got used to the stylish graphics, you can begin collecting the blood money deposited by destroyed aliens — often competing with your friend — and then spending it at shops for add-on weapons such as three-way fire, rear fire and bombs. You'll certainly need it with a slick scroll effortlessly switching from horizontal to vertical, reverse-control radio transmitters and some particularly good end-level monsters.

In Issue 63 Robin praised the programmers, DMA Design, who 'made it fast, they've made it immensely playable and they've made it brilliant.' Phil liked the 'astounding graphics', inevitably found his greedy nature provoked by all the spinning coins and summed up, 'Bloody amazing!' Barely a year later the game still looks and plays extremely well, with the only question being should we increase the original mark of 93%?

OVERALL 93%

and soldiers are nicely animated — watch out for the gunship copter! There's also some great mega-villains to take on. Although it's not as technically impressive as say, *Predator 2*, it looks good and plays hard. There isn't much variety but at this price that doesn't matter so much. Anyone who missed it first time around should definitely catch it now.

In Issue 56 it got 89% with Robin raving, 'Gameplay this fast and furious shrugs off accusations of simplicity and unoriginality; it's great fun period.' Stu agreed, 'The action is fierce and relentless. Running left to right, from cover to cover, while all the time blasting... soon has you bathed in sweat.'



So get sweaty now with *Cabal*!

OVERALL 87%

COMING SOON!

● **Another fab issue gone, but the next one's going to be even better — why just feast your peepers on the following mega-fantastic features planned for the very next ish...**

● ***LORDS OF MIDNIGHT*** conquer **MEGATAPE 21!** It's finally here, a classic confrontation between good and evil which can be played as an adventure or a strategy game or both! You can't miss this brilliant Sizzler, only on next month's **ZZAP!** Megatape.

● **EXCLUSIVE!** Playable Demo Of ***WINTER CAMP***! Maximus Mouse returns in a superb musical sub-game featuring a star appearance by Clyde Radcliffe from ***Creatures***!

● **EXCLUSIVE!** A full review of ***ALIEN STORM!*** US Gold's stunning Sega coin-op conversion has been polished into a real dazzler which is given the full in-depth **ZZAP!** treatment in Issue 77!

● **EXCLUSIVE!** Playable Demo Of ***LOGICAL!*** Yes, we know we promised this last month but the German programmer was apparently called up! This slick puzzler from Rainbow Arts is coming soon and if we all close our eyes and wish very hard we'll have a demo next munf.

● Also reviewed in the next **ZZAP!** we hope, fingers and all other appendages crossed, for ***Terminator 2, Mercs, Toki, Volfied, 3-D Construction Kit, Rodland, Thunderjaws, Logical, Last Battle, Robozone, Speedball 2, Sarokan*** and much more besides.

● Yes! It's True! Rrap, Budget Blitz, Stuff, Previews, Reviews, Playing Tips and all your other faves return for another special appearance only in **ZZAP!** It's cost a bomb in licence deals, bribes and lots of other things we can't mention here, but we've done it! Hurrah! (Yep, it's been a long issue, readers — Ed.)

● Whew! We've run out of space, but believe you me there's lots and lots more in the stunning September **ZZAP!** so get down to your local newsagent on August 8th for **ZZAP!** Issue 77!

● Alternatively (as we always say in this part of the mag), fill in this tidy little form and reserve your copy to avoid any tragic disappointment.

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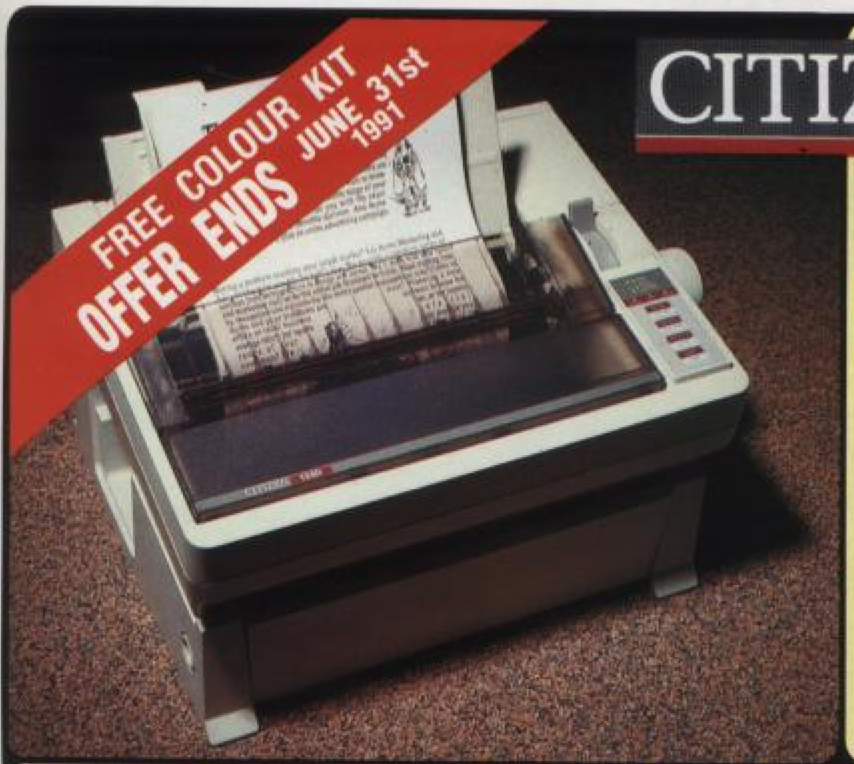
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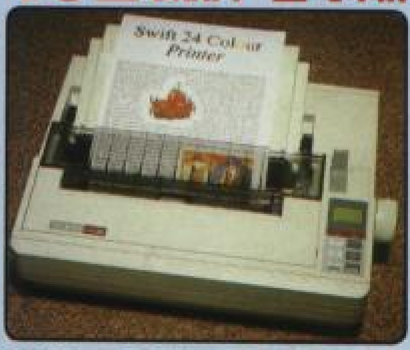
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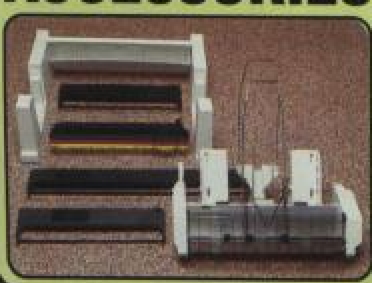
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ROMBO
Limited

(Lucasfilm/US Gold)

Did you know that Lucasfilm have made this game into an American TV show? Well you do now! A classic game from the masters of graphic adventures. Here's the complete solution to *Maniac Mansion* for those of you out to save Sandy (and her brain!).

NOTE: First of all, you should have DAVE, SYD and RAZOR as your characters. While playing, Dave carries all the items and does the moves (except when written differently). Now here we go.

1. Go to the front of the mansion. Pull the left bushes and the doormat. Pick up the key.
2. Unlock the front door with the key and enter. Open the far right door and enter. Open the next room's far right door again and enter.
3. Turn on the lamp and walk to the far right to the loose panel. Pull the panel.
4. Pick up the cassette tape and exit both rooms.
5. Take RAZOR to the mailbox and move SYD into the mansion. As SYD, push the right gargoyle and take DAVE into the basement.
6. Turn on the light switch, go to the far left and pick up the silver key. Don't touch the fuse box and exit the basement.
7. Enter the kitchen door (next to the grandfather clock) and pick up the flashlight. If EDNA is near the refrigerator and chases after you, quickly run back where you came from and go in again.
8. Open the refrigerator and pick up the old batteries and the can of Pepsi.
9. Go through the dining room to the storage room and pick up the jar and fruit drinks.
10. Unlock the door with the silver key and fill the jar in the pool and then return to the main entrance.
11. Go upstairs and enter the room on the left. Pick up the wax fruits and paint remover. Now exit the room.
12. Go upstairs and give the wax fruits to the green tentacle. When it is thirsty, give the fruit drinks to it.
13. Go upstairs and enter the first door on the left.
14. Pick up the dime and walk up the ladder.
15. Pick up the record and key on the right wall. Exit to the hallway.
16. Go to the fourth room on the right and use the Hunk-O-Matic machine. Now exit the room.
17. When the doorbell rings, switch to RAZOR and pick up the stamps on the package but NOT the package! Now you'd better SAVE your game position. Then switch to DAVE.
18. Now you must act quickly. While ED is out of his room, pick up the hamster and the card key behind it from his room. Open the piggy bank and pick up at least one dime. If ED catches you then reload the game and try again!
19. Enter the room through the far right door and use the jar and can of Pepsi on the man-eating-plant and use the paint remover on the paint blotch on the wall.
20. Return to the second floor and enter the room where the piano is.
21. Use the cassette in the cassette recorder and the record in the Victrola. Turn on the cassette recorder and the Victrola. When the vase on the piano breaks, turn off the cassette recorder and the Victrola, pick up the cassette tape and exit the room.
22. Go downstairs to the room on the right. Open the cabinet door and use the cassette tape on the cassette player. Pick up the old rusty key, which is in the broken chandelier. With this key you can get out of the dungeon. Pick up the cassette tape and exit the room.
23. Go back to the piano room. Use the cassette on the recorder. Take SYD or RAZOR to the piano room. (Turn on the cassette recorder.) Play the piano with the kid you just brought in. Turn off the recorder, pick up the cassette tape, turn on the TV and watch it very carefully. Now exit the room.
24. Go to the room where the green tentacle is and give the cassette tape to it. Pick up the demotape and exit the room.
25. Take RAZOR and SYD to the top floor and give them both dimes. Take SYD and RAZOR to the man-eating-plant room and position DAVE by the door to the right of the radio room on the top floor. Now you should again SAVE your game position again.
26. Enter EDNA's room and quickly go up the ladder on the right.
27. Turn on the light and pull the picture.
28. Switch to the person in the man-eating-plant room and walk to the hatch. Use the dime in the coin slot and push the right button. Use the second dime in the coin-slot and push the right button again. Use the telescope and read the safe combination.
29. Switch to DAVE and open the safe with the combination from before. Pick up the envelope but DON'T open it yet. Exit the room. Use the old rusty key to get out of the dungeon.
30. Switch back to the person in the man-eating-plant room. Exit room and use the Hunk-O-Matic machine. Return to the main floor and meet DAVE.
31. Take one strong kid with the yellow key to the garage door behind the pool area. Open the garage and open the trunk with the yellow key and pick up the tool box. Go to the pool.
32. Switch to DAVE and go in front of the mansion. Pull the grating next to the stairs and enter. Walk to the water valve. Now act quickly and turn on the valve.
33. Switch to the person near the pool and enter the pool. Pick up the glowing key and the radio. Exit the pool and walk away from the pool. Switch to DAVE and turn off the valve. Take Dave and the person near the pool to the kitchen. Give the items to DAVE.
34. Take DAVE to the water from the faucet. Use the envelope and jar in the microwave oven. Turn on the microwave oven and pick up the envelope and jar when they are cool.
35. Take DAVE to the man-eating-plant room and use the envelope with the typewriter. You now need tools and good batteries from the radio.
36. Open the door to the right and enter. Turn on the light and walk to the wires on the left. Use the good batteries from the radio on the flashlight.
37. Switch to another kid and take the kid down to the basement (you need both of the kids to do this). Turn on the lights and walk to the fuse box. Open the fuse box and now you have to act very quickly.
38. Turn off the circuit breakers, switch to DAVE and turn on the flashlight. Fix the

ELITE

(Firebird)

SPACEY SUGGESTIONS

Firstly you need cash to get anywhere in *Elite* and the only two ways to do this is by trading or shooting Pirates. If you are a beginner you won't be able to kill many Pirates so you'll have to trade.

Trading

One of the best trading routes is between LAVE, LEESTI and DISO. This is a good route because it's pretty safe for beginners and once you get going the cash really starts to flow.

Start at LAVE and take furs to LEESTI. At LEESTI take computers to DISO and from DISO take furs or food back to LEESTI (if the price is above sixty credits on furs take food instead). Don't bother going back to LAVE until you are more experienced.

Equipment

The best equipment to buy is listed below:

Large Cargo Bay: Now you can take more cargo on your runs from planet to planet.

Beam Lasers: Pirate ships blow up much faster than they do with Pulse Lasers and it saves all that messing around.

ECM System: There is nothing worse than being destroyed by a rogue missile that you can't hit.

Fuel Scoops: A good investment as you can pick up cargo cannisters left behind by any ships destroyed. You can also pick up fuel from the sun.

Docking Computers: Although you must be able to dock manually, this eases the worry of hitting the side of the space station and blowing yourself up. Lovely music too...

Extra Energy: Makes your energy charge up independently of your shields and recharges quicker than normal.

Military Lasers: Get these as soon as possible as the enemy can be blown up very quickly and they're great fun to use. Also, you can't do the CONSTRICTOR mission unless you have these.

Other items of equipment can be bought at leisure.

When buying any of the above make sure you have enough credits left over to carry on trading.

General Tips

★ Don't trade in contraband!

★ Energy Bombs don't work on Thargoids but they will destroy the smaller, remote-controlled Thargons.

★ Only trade in computers, furs and food.

★ Don't go to Anarchy planets such as RIEDQUAT until you are competent with Military Lasers and an Iron Ass (!).

★ When flying to a planet or sun the whole game seems to slow down so go to another view. The shields charge up quicker too.

★ Every time you go into a new galaxy your legal status is restored to clean. So, after you have been into battle with the Vipers to increase your status, perform a Galactic HyperSpace to the next galaxy where you will be clean again.

CHEAT

Pause the game then type X, C and M on the keyboard. Who needs a Docking Computer now!?

LISTINGS

The following listings enable you to load in and alter your saved data file and add to your credits, equipment etc. Firstly, type in the listing that is most applicable to you...

Tape:

```
10 T=0: FOR X=8192 TO 8276
15 READ A: POKE X,A
20 T=T+A: NEXT: PRINT T
30 IF T< >10832 THEN PRINT "DATA
ERROR"
40 DATA
32,65,32,141,251,37,32,51,32,141,252
,37,169, 1,162,1
50 DATA
160,1,32,186,255,169,4,162,47,160,32
,32,189, 255,169,176,133,251,169,37
60 DATA
133,252,169,251,162,253,160,37,76,2
16,255,67,
77,68,82,162,73,24,138,125
70 DATA
175,37,93,176,37,202,208,247,96,162,
73,24, 138,134,187,69,187,106,125
80 DATA
175,37,93,176,37,202,208,242,96,255
```

Or... Disk:

```
10 FOR X=8192 TO 8276
15 READ A: POKE X,A
20 T=T+A: NEXT: PRINT T
30 IF T< >10792 THEN PRINT "DATA
ERROR"
40 DATA
32,65,32,141,251,37,32,51,32,141,252
,37,169, 1,162,8
50 DATA
160,1,32,186,255,169,4,162,47,160,32
,32,189, 255,169,176,133,251,169,37
```

wires with the tools and then switch back to the person in the basement and turn on the circuit breakers. Return both of the team members to the main floor.

39. Use the stamps on the envelope, put the demotape in the envelope and put the envelope in the mailbox. Lift the flag and leave somebody (NOT DAVE) near the mailbox.

40. After DOCTOR FRED plays the video game, go to the room where the video games are. Enter the room and walk to the meteormess game. Use the quarter in the coin slot and write down the high scores.

41. Return to the front door and wait for the doorbell to ring. Switch to the person near the mailbox. Open the mailbox and pick up the contract and return to the house. Give the contract to DAVE.

42. As DAVE, give the contract to the green tentacle.

43. Go to the basement and open the door with the old rusty key. Open the padlock with the glowing key and open the inner door with the numbers/high scores from the video game machine. Now SAVE your game position for the third and final time, you're nearly there! Can Sandy be saved in time!??!

44. Enter the lab and walk to the right. Open the door and enter. Walk to the cabinet on the right and open the cabinet and pick up the suit. Use the card key on the card slot and enter. Turn off the switch and pick up the meteor on the right. Open the door and enter the garage.

45. Finally, use the meteor in the trunk and use the yellow key in the weird Edsel car.

CONGRATULATIONS! YOU'VE COMPLETED MANIAC MANSION!!

60 DATA
133,252,169,251,162,253,160,37,76,2
16,255,64,
48,58,77,162,73,24,138,125
70 DATA
175,37,93,176,37,202,208,247,96,162,
73,24, 138,134,187,69,187,106,125
80 DATA
175,37,93,176,37,202,208,242,96,255

You can either SAVE the program out or use it as it is.

When you're ready, type RUN (RETURN) and when (if?) the correct checksum is printed, LOAD your saved game from tape or disk. If you get a DATA ERROR after running the program, you have typed in a piece of the data wrongly and must check through the listing thoroughly, amending any errors found. To LOAD your saved game from tape LOAD "filename",1,1 where 'filename' is the name of your data file. Disk owners LOAD "filename",8,1. Now you can enter some really meaty POKEs...

POKE 9649,0 to 255 **to change planet X co-ordinate.**
POKE 9650,0 to 255 **to change planet Y co-ordinate.**
POKE 9696,0 to 255 and,
POKE 9697,0 to 255 **set the number of Trumbles on board.**
POKE 9699,0 to 255 **number of missiles.**
POKE 9719,0 to 255 **number of kills.**
POKE 9648,18 **to set legal status to clean.**
POKE 9720,255 **to gain Elite status.**

The Laser Pokes
POKE 9664,151 **gives front military lasers.**
POKE 9665,15 **gives rear pulse lasers.**
POKE 9666,143 **gives left side beam lasers.**
POKE 9667,50 **gives right side mining lasers.**

Swapping the values around in this set of POKEs gives different combinations of lasers and positions.

Equipment Pokes
POKE 9661,255 **for 25.5 light years' worth of fuel.**
POKE 9670,255 **enlarge cargo bay to have 255 tonnes capacity.**
POKE 9688,255 **gives you an escape pod.**
POKE 9689,255 **gives fuel scoops.**
POKE 9690,255 **gives ECM system.**
POKE 9691,255 **gives energy bomb.**
POKE 9692,255 **gives extra energy unit.**
POKE 9693,255 **gives docking computer.**
POKE 9694,255 **gives galactic hyperspace unit.**
POKE 9670,255 **gives 255 missiles.**

Cargo Pokes
POKE 9671,0-255 **for 0-255 tons of food.**
POKE 9672,0-255 **for 0-255 tons of textiles.**
POKE 9673,0-255 **for radioactives.**
POKE 9674,0-255... and so on till...
...POKE 9687,0-255 **for 0-255 tons of alien items.**

IK+

(System 3)

Type in the listing, leaving out the REM lines corresponding to the cheats you don't want. RUN it to load the game.

1 FOR A=4096 TO 4142: READ B: POKE A,B: T1=T1+B: NEXT: A=384
2 READ B: POKE A,B: A=A+1: T2=T2+B: IF B≤ ≥8 GOTO 2
3 IF T1≤ ≥4794 OR T2≥1483 OR T2≤97 THEN PRINT "ERROR": END
4 SYS 4134
10 DATA 196, 76, 141, 117, 8, 169, 16,141,118,8,141,119,8,76,0, 8,165,2,240
11 DATA 252, 232, 142, 1, 10, 169, 128,141,0,10,238,191,9,206, 96,9,76,121,8
12 DATA 32, 86, 245, 169, 16, 141, 245,3,96
20 DATA 169,0,141,79,27: REM INFINITE TIME
21 DATA 169, 173, 141, 51, 27, 169, 19, 141, 53, 27: REM WHITE WINS
23 DATA 76, 13, 8

BANGKOK KNIGHTS

(System 3)
Tips

Manchu Man: To defeat Manchu man all you have to do is keep your distance and punch him. If he comes close, knee or shin kick him and he should back off, allowing you to finish him off with a few good punches. No problem, really.
Dan Fists: All you have to do to this guy is punch and fly kick, and he hardly ever comes close. If, by some extraordinary quirk of fate, he does, back off quickly or he'll use his Ninja magic and put you out for good!
Bambu Man: This one usually stays quite far out, allowing some of the better kicks to be used. If he comes too close, just back off and knee him until he takes a couple of steps back, and carry on kicking him.
Killa Kale: This old guffer is the hardest of the lot! Keep your distance and punch, throwing the odd kick for good measure. If he comes in close, back off — because once he starts kicking you're as good as dead. Just keep on your toes, and victory is yours.
Siam Sally: To beat this macho female into submission, just keep your distance and either use a combination of five punches to one kick, or five kicks to one punch. If you think that sounds odd, try it out for yourself and see if you win.
Mucho Mike: Just keep your distance and keep on kicking, and there shouldn't be too many problems. If he does wander (and you're pretty unlucky if he does) just punch or elbow him.
Daddy Kale: A bit of a toughie this one. Continually punch him, and try not to kick. If he comes in close watch out for his deadly headbutt.
BB Butler: Oddly enough, the last of the kick boxers is one of the easiest to beat — what an anticlimax! As soon as the bell goes, do a flying kick to head, then shin kick him until his energy is very low, and finally polish him off with a couple of punches. After that, stare aghast at the rubbish ending screen and saunter off and make a cup of tea...

Name Change
To change the names of the fighters, type 9990 on the title screen.

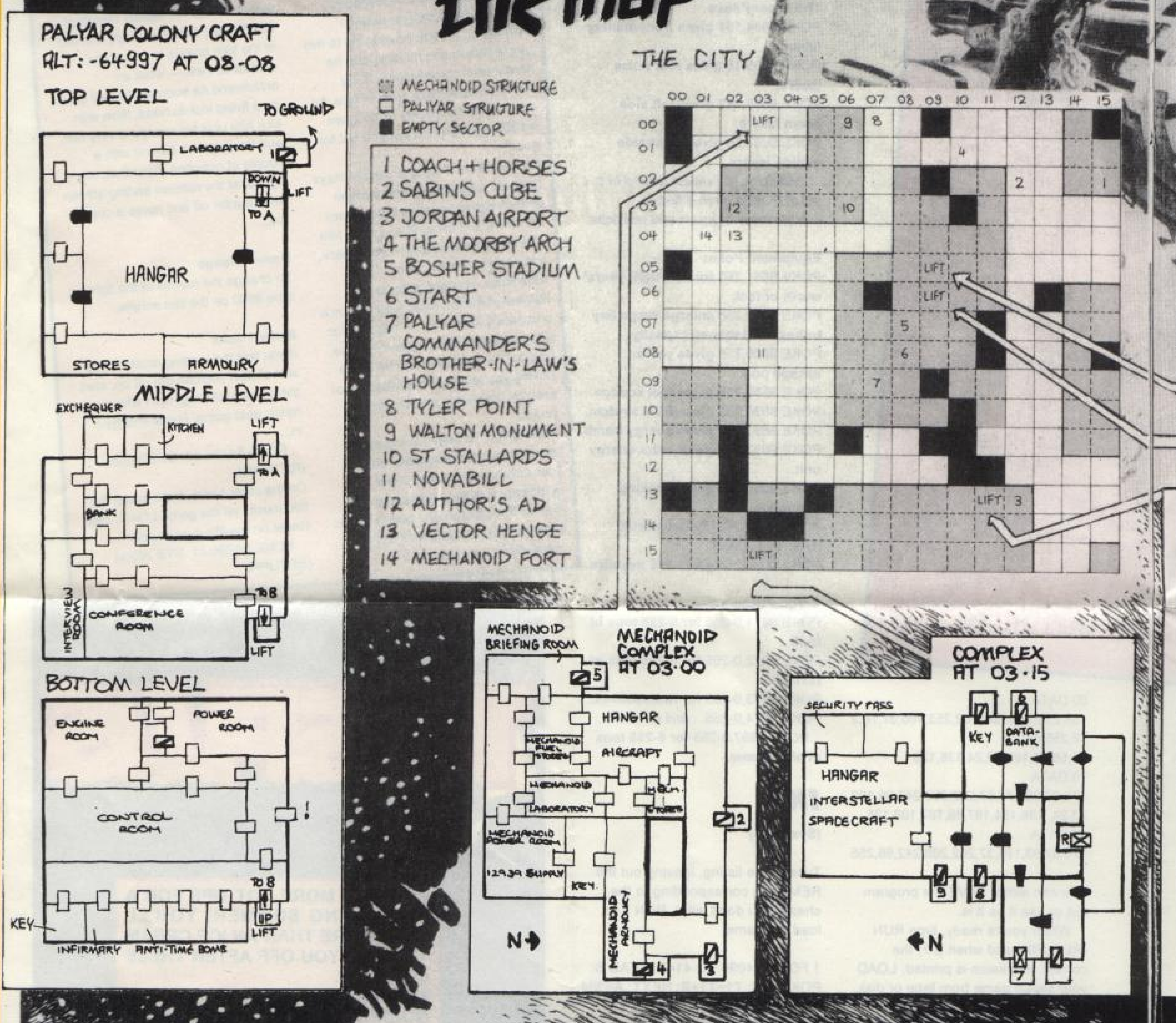
Music Hacks
If you find the loading music is the sort of stuff you can get off on, start the game LOADing, then when the music gets going, Reset and type in...

POKE 54296,15: SYS 38529
(RETURN)

On the other hand, if you prefer the title music, let the game LOAD, then Reset on the title screen and

POKE 54296,31: SYS 36294
(RETURN)

MERCENARY the map



(Novagen)

Targ Tips

★ Drop all objects and get the kitchen sink. You can now pick up virtually anything, such as skull and crossbones symbols, spacecraft, objects already sold, and the spider's web, which can also be used to open any locked doors!

★ If you should be unlucky enough to fall out of the Colony Craft and are in possession of the cheese, don't despair — press L to stop you falling, drop the cheese and board it. You can now fly around!

★ Believe it or not, it is possible to return to Targ after you've escaped! Once the congratulatory message has been given, keep pressing D to drop all objects, and then press L to leave the ship. Wait for the elevation dial to fall to zero before pressing CTRL and Q together, and you will find yourself back on Targ with a new ship! You can now continue playing, even though the 'GAME OVER' message is constantly displayed! The reason for dropping all objects is so that when you press CTRL and Q, they aren't scattered about the landscape. This can also be used during the game, so you can pick up a new ship whenever you want!

★ After crashing on the planet Targ for the first time, don't touch either joystick or keyboard to instigate some humourous responses from Benson.

★ If you've destroyed the Encounter sign and try to leave the planet you will be told 'The author won't let you leave until you fix his advert', so either don't shoot the sign or repair it first with the anti-time bomb.

★ It is possible to drop objects when using the elevators, so that they appear in mid-air! However, sometimes objects can be lost, so take care.

★ When attacked by an enemy ship, fly backwards at a speed of -625 so that it follows you and can then be picked off at will. However, if it fires, accelerate to avoid the missile. Better still, crash into the ground so that when you get shot your ship doesn't get blown up, only you do!

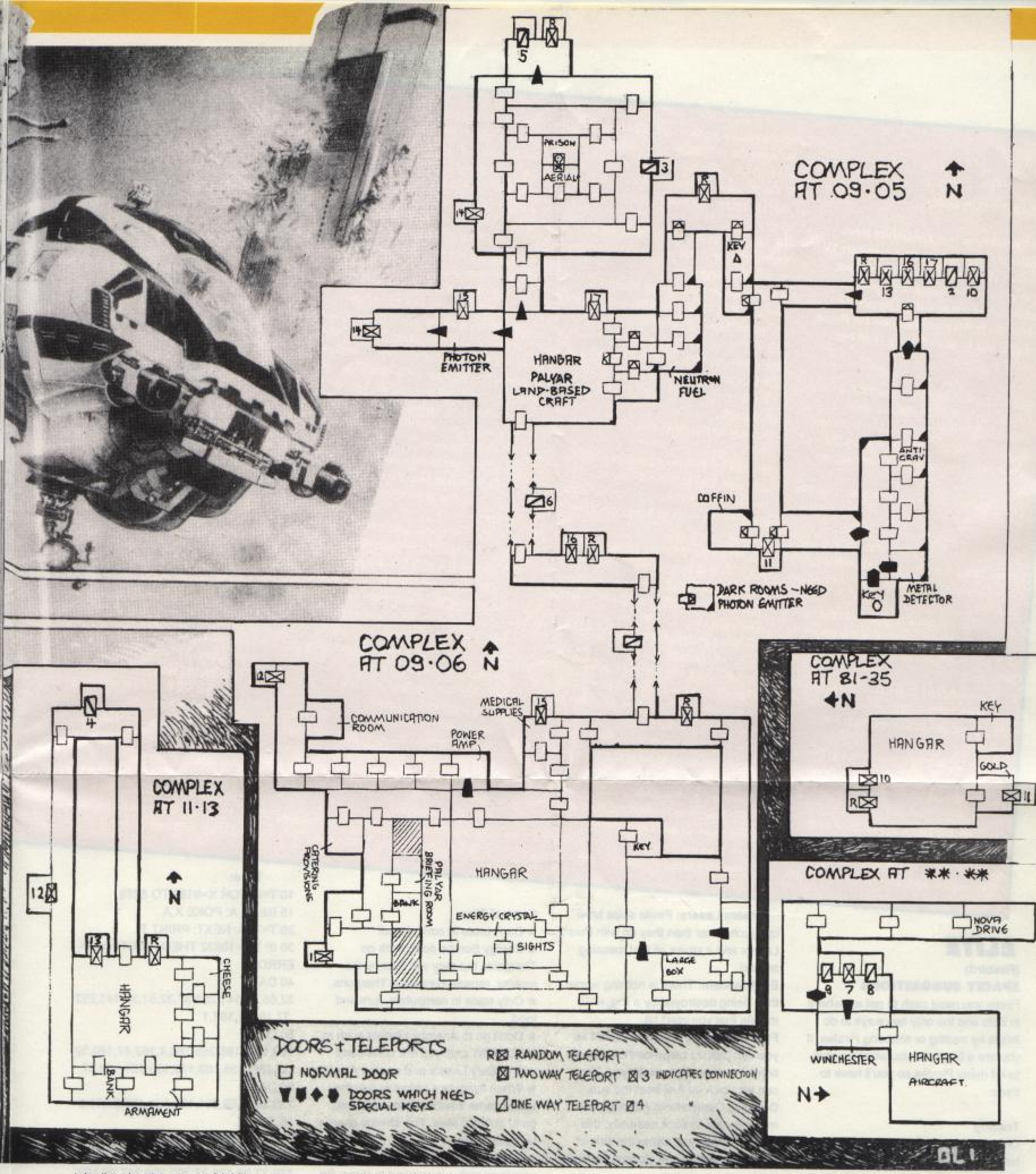
★ There is a ship flying back and forth between locations 00-00 and 00-15, at an altitude of 500, and a speed of 100. It is in fact the Palyar Commander's Brother-In-Law's New Ship, as revealed on destroying it! It is possible to pick up the Ship when in possession of the kitchen sink. You can then put it on a different course and let it flit back and forth.

★ Doors with a diagonal line from the top left to the bottom right are transporter exits only. Doors with a line from the top right to the bottom left are transporter entrances only, and doors marked with a cross take you either way.

★ If you enter the transporter in the Laboratory (a door marked with a skull and crossbones) it transports you down to the planet and reverses all the locations!

★ Walk out of the door marked with a skull and crossbones on the bottom level of the Colony Craft and press L to stop falling. You can now walk about and use ships as if you were on the ground! This means that you can reposition objects at will. However, to do this you must first have the Kitchen Sink and also the large Pyramid (the pyramid is to be found in the wasteland — you can see it as you come in to 'land' at the start of the game). Pick up the Pyramid at its very centre using the Kitchen Sink and now you can have fun dropping objects everywhere.

★ If you have the kitchen sink you can



take the elevator cage at 81-35!

The Objects

Here's a list of the various objects and their uses...

Antenna: makes the radio in the Communications Room work.

Antigrav: enables you to pick up very heavy objects, such as ships.

Anti-Time Bomb: used to reassemble any buildings previously destroyed. Just fire at the wreckage and it will rebuild in front of your very eyes!

Photon Emitter: acts as a torch.

Sights: only useful for helping your aim.

Metal Detector: changes the colour of the information panel according to who owns a particular building. RED means that no-one owns it, GREEN means it is under Palyar occupation and BLUE means it is owned by Mechanoids. By the way, destroying all of the Mechanoid buildings results in a 500,000 credit reward from the Palyars!

Poweramp: boosts the speed of the Dominion Dart to that of the cheese, but it must be carried permanently to do so.

Novadrive: enables the Intergalactic Craft to function.

Where To Drop 'Em!

Where all the smart Mercenary players are dropping their things, and for how much...

Drop the **Catering Provisions** in the KITCHEN for 60,000 credits.

Drop the **Gold** in the EXCHEQUER for 100,000 credits.

Drop the **Essential 12939 Supply (Pepsi)** in the CONFERENCE ROOM for 50,000 credits.

Drop the **Mechanoid Leader** in the Palyar Interview Room for 250,000 credits. BUT, if you want to sell things to the Mechanoids, be sure you haven't sold their leader to the Palyars beforehand, since they won't be interested.

Drop the **Medical Supplies** in the INFIRMARY for 40,000 credits.

Drop the **Databank** in the CONTROL ROOM for 100,000 credits.

Drop the **Winchester** in the MECHANOID LABORATORY for 250,000 credits.

Drop the **Neutron Fuel** in the MECHANOID ENGINE ROOM for 250,000 credits.

Drop the **Energy Crystal** in the MECHANOID POWER ROOM for 100,000 credits.

Drop the **Useful Armament** in the MECHANOID ARMOURY for 120,000 credits.

Drop the **Large Box** in the MECHANOID STORES for 80,000 credits.

The Three Ways Of Escaping

Method 1: Rent a spaceship from Hertz for 1,000,000 credits.

Method 2: Go to the hangar at location 81-35, armed with lots of keys (or the spider's web) and the photon emitter. There are two transporter doors here — go through the left-hand one to appear at location 03-15. Wander around until you find a door with a skull and crossbones on it (yes, go on, take the sign if you've got the kitchen sink). Behind this door (it is safe to enter, providing you've got the photon emitter) there is the Interstellar Ship, which can be used in conjunction with the Novadrive to leave the planet. You will also need the Pass (a square with a P on it) to leave the hangar. This can be found in a room adjacent to the hangar.

Method 3: Just use the spider's web instead of the pass to get to the Interstellar Ship!